

## Speak at ART|TECH!

Interested in joining us as a speaker? Check out the information below for some general information for speakers as well as some ideas and inspiration for your talk.

If you have any questions, reach out to us at arttech@cherkesky.com. We look forward to working with you!

## **Format**

- Talk length: 30 40 minutes with 10 15 of Q&A.
- At the moment, all talks are done via Zoom and streamed to YouTube.
- Recordings are posted at arttechcollective.org/past-events and are typically available 1-2 days after the event.

## Content

- The content is up to you, but we are especially looking for speakers who can speak about specific concepts related to art and/or technology--ideas or techniques that viewers could potentially put into action after your talk. See "Ideas for Your Talk" for additional suggestions.
- At the end of every talk, we ask the speaker to recommend something for the ART|TECH
  community to check out. This could be anything you want--a book, podcast, tv show or film, band
  or artist, a painting, etc. We'll post your recommendation on the website alongside the link to the
  event.

## **Ideas for Your Talk**

- Tell a personal story or a story about a project
  - What brought you to where you are today/what are you doing today?
  - What challenge(s) did you face and how did you address them?
  - How do you plan to grow based on your experience with new art or technology?
- Talk about your work in general:
  - What is your medium?
  - What about your work makes you feel passionate about it?
  - How do you turn an idea or inspiration into something concrete?
  - How do you see your work impacting people?
  - What impact does a type of art or particular technology have on the success or effectiveness of your work?
  - Tell us something that we probably don't know about your field.
- Talk about an experience collaborating with a person or team from outside your field/department/business unit. What did you learn about your work/process/technique from that experience?
- Talk us through your process of creating a particular project.