



GAMETIME GRANTS:

- *Quick grants for emergent contemporary art in (and around) Grand Rapids, MI.*
- Three rounds: September 15, November 1, December 6, 2019.
- ~\$500 awarded for a selected project (each round)
- Art production, art presentation, curatorial, organizational, or project-based works
- Individuals or collaborative groups
- Five local panelists contribute money to fund the grants, and review, discuss, and select the projects to be funded in each round.
- Preference will be given to projects that engage thoughtfully with contemporary culture, compensate artists for their labor, or create opportunities for other artists.

For technical support or further info contact us: gametimegrants@gmail.com.

<http://gametimegrants.org>

[Instagram @gametimegrants](#)

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About Gametime Grants

Gametime Grants are focused on the development of local grant opportunities in the visual arts through a pilot grant program. The goal of the program is to encourage and support challenging emergent contemporary artwork in the Grand Rapids, Michigan area. The project also hopes to generate attention and dialog about building a culture of support for artists.

For each round of grants, Gametime will convene a panel of five area residents who are knowledgeable in the visual arts and support the intent of the project. Panelists contribute money to fund the grants and review, discuss, and select the projects to be funded.

This pilot granting program was designed by Dulcee Boehm implemented collaboratively with Paul Wittenbraker. The program is built to be as basic as possible, so artists receive funds and get to work on their projects.

GRANT INFORMATION & Eligibility

During each grant cycle, Gametime will award up to \$500 to a selected project. The amount of the award depends on actual donations for that cycle. Successful applications are locally engaged and broadly relevant to contemporary issues in the visual arts. If submissions for a grant cycle don't meet the aims of the program Gametime may choose not to award funds for that cycle.

Any individual or group from around Grand Rapids is eligible to apply for Gametime Grants. Appropriate examples include curatorial, organizational, and project-based works that take place in or near the Grand Rapids area. Preference will be given to projects that engage thoughtfully with contemporary culture, compensate artists for their labor, or create opportunities for other artists.

Supported projects should be completed within the timeframe outlined in the grant application. Gametime grants are focused on helping artists realize new projects that need support to happen; they can not be used for existing programming at organizations, commercial projects, expenses for past projects, or residency fees. Grantees retain all ownership, rights, and responsibility for their projects. Supported projects should be available to Grantime for use in exhibition or publication.

Cycle 1 Applications Due: September 13 at midnight
Project Completion: October - December 30th 2019

Cycle 2 Applications Due: November 1 at midnight
Project Completion: December - February 28 2020

Cycle 3 Applications Due: December 6 at midnight
Project Completion: January 2020- April 1 2020

Past Grant Panelists include: Joe Voss, Alynn Guerra, Ryan Greaves, Mandy Cano Villalobos, Celine Browning.

How to Apply:

Deadline is midnight for each round: September 15, November 1, December 6, 2019

Submit your application in an email to gametimegrants@gmail.com. Attach the following:

Include the following as attachments to your email:

- A description of your project (maximum 500 words in separate text or word document).

Gametime grants support projects that are locally engaged and broadly relevant to contemporary issues in the visual arts. Preference will be given to projects that engage thoughtfully with contemporary culture, compensate artists for their labor, or create opportunities for other artists.

- Five supporting media files (images, video, audio) that demonstrate your ability to complete the proposed project using documentation of previous works and/or preliminary materials.

Images should be formatted no larger than 1,800px on their longest side.

Video and audio files can be used to share actual works or documentation and should be submitted with a link to online media. Link to an excerpt for longer works. (one link = one file)

- A media information sheet with contextual information about the work and relevance to your proposal. Use the following format:

1. Lastname_Firstname, Title, Year completed, Description (50 word max)
2. Lastname_Firstname, Title, Year comple
3. Lastname_Firstname, Title, Year comple.

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Grantees retain all ownership, rights, and responsibility for their projects. Your application information will be used not be shared or used without permission.