



**The ACM SIGGRAPH, Digital Arts Community announces the 2020 online exhibition:  
DIGITAL POWER: Activism, Advocacy and the Influence of Women Online**

Call for submissions deadline: **December 16, 2019**

Submissions accepted in EasyChair beginning: August 1, 2019

Curator: Kathy Rae Huffman

More information at <https://digital-power.siggraph.org/>

*DIGITAL POWER: Activism, Advocacy and the Influence of Women Online* will focus on the work of women: digital artists, storytellers, designers, gamers, film/video makers and other visionary digital content providers in an exhibition that inspires, empowers, and supports women. The online exhibition is curated by Kathy Rae Huffman, curator of the 2015 DAC online exhibition “Enhanced Vision: Digital Video.” DIGITAL POWER is a project of the ACM SIGGRAPH Digital Arts Community, and is scheduled to premiere at the annual SIGGRAPH conference, 19-23 July 2020 in Washington D.C.

*DIGITAL POWER: Activism, Advocacy and the Influence of Women Online* will be selected by a jury of women and is dedicated to women. In this important moment in the history of women’s voices, *DIGITAL POWER* shall motivate and encourage online female voices. It will be inclusive, international, inter-generational and cross-disciplinary. Huffman states:

*“It is both timely and appropriate to bring together a group of works by women who emphasize gender equality, gender neutrality, female identity, representation, diversity, achievement, and intersectionality: DIGITAL POWER will examine feminist theory in practice. My goal is to celebrate the women who work in the computer, technology and arts sector who are speaking up, shouting out, and telling it how it is – online and digitally.”*

The open call for works can include (but are not restricted to):

- digital video, digital imagery, animation
- websites, web portals, web radio, blogs, and vlogs, podcasts
- AR/VR, animated gifs
- Apps for mobile phones
- Online games, interactive design and new forms of interactive artworks

All works selected should point out issues championed by women, the problems women face, the solutions that women find possible, the celebration of amazing achievements of women, female community, and female-centric design problems solved. DIGITAL POWER will be comprised of works exclusively created by women, or with women in the primary creative role that focus on the concerns of women, their point of view, their history and sensibility. Female is CIS, Trans, bi, gay or non-binary female, all who are self-identified as female will be considered.

*DIGITAL POWER* will celebrate the fact that women have been actively working in the digital arts for decades, although they have enjoyed too little prominence or recognition. Women’s experiences are unique from those of men’s experiences, therefore their stories and artworks are uniquely female. Without placing value judgements regarding the differences, a specific focus on the female perspective, within the largely male domain of digital arts, will point out the significant contributions by women to the digital arts.