

Applicant Data

Grant Applicant	Individual
Grant Type	Artistic Focus
Grant Discipline	Social Practice
Organization Name	
First Name	Karl
Last Name	Anderson
Address 1	1316 SE Clinton
Address 2	
City	Portland
State	Oregon
Zip Code	97202
County	Multnomah
Phone No.	503-841-9766
Email	kra@monkey.org
Website	
First Name	Karl
Last Name	Anderson
Working Title of Project:	Futel
Project Start Date	01-01-2016
Project End Date	12-31-2016
Venue Location(s) of Project:	
1316 SE Clinton, 7608 N. Interstate, and other public locations.	
Are your proposed venue(s) ADA Accessible?	Yes
Number, Type and Dates of Public Presentations:	
Four new installations will be accessible to the public at all times.	
Projected Total Audience	500

Artistic Merit

Project Summary: Please summarize your project (briefly describe what the project is, when and where it will take place, who/what is being featured, artist(s) involved, community or student participation, final presentation, and any other information that you feel is appropriate).

Futel will be a network of free phone booths installed in public and semi-public locations throughout Portland. Looking at first glance like any normal phone booth (and usable as such for free), Futel will contain additional options for interactivity, community and creativity. Equal parts hacker art and grassroots community service, Futel phones will introduce a touch of ordinary magic into our urban landscape. Currently existing in two locations, a RACC grant will allow expansion of Futel to include up to 6 phones across Portland's quadrants, the development of new features, and ongoing maintenance, helping Futel exist for years into the future. With greater visibility, the Futel network can be woven into the texture of the city, offering either a simple service or a charmed encounter for the adventurous. We will also create an accompanying zine (an "Operator's Handbook") and a blog with stories by and about users, articles about phone art and hacker culture, technical information and recordings submitted by Futel callers.

Please explain the goals you hope to achieve by undertaking this project.

Our goals are balanced equally between artistic experience and public service. While the phones can be utilized for free communication, they also offer unique interactive features. A voice menu greets those who pick up the receiver, giving options to access a directory of numbers (including the Mayor's office), a voice mail system, an Apology Line, podcasts on the history of phone art, and more. By dialing 0, users can talk to a live Futel operator. In the past, volunteer operators have looked up phone numbers, helped to locate the nearest parole office, or just chatted. It's our hope that callers may rediscover some of the wonder in everyday technology. To meet these goals, it's necessary that the phones be both reliable and creatively engaging. For regular users and those who depend on the phones, it's important that they are maintained and functioning. For curious passersby and the artistically aware, we want to reward interaction with moments of connection, information and intrigue. Continued interaction with the system will uncover new ways of using and sharing the network.

How do you plan to evaluate the quality of your project? Explain your evaluation process and when it takes place.

We will evaluate the Futel network both during development and after public installation. While new features are being created, we will troubleshoot technology, talk about the project, and give informal demonstrations at meetings such as Dorkbot (a robotics and programming community group) and at workshop events such as the hacker group Ctrl-H. We will also reach out to

technicians who work with Voice-over IP (VOIP) in corporate phone systems and commercial applications. After installation, every use of the phone is tracked and metrics are developed for improvement, with features that get heavy use expanded and improved. Minutes of phone time are tracked for each location, and every operator call is logged. Our first criterion is reliability. For the Right2Dream Too residents and others who rely on Futel, the phones must be dependable.

What is/was your artist selection process? If you already have artists in place, who are they? (Organizations Only)

If this is a collaborative project, who are the other primary artists? (Individuals Only)

I am the lead artist, primary organizer, and developer of Futel. Working with me are Elijah St. Clair, who helps as a developer, operations manager and content curator, and Debbie Wager, who contributes design work for the logo and phone booth graphics, as well as posters, flyers, and other promotional materials. I recruit additional help from other artists to brainstorm and develop specific features (such as Dial-a-poem or choral renditions of phone sounds), and I rely on a small group of volunteers to help with construction and installation of the actual phone booths.

Audience Development

Describe how your project will involve direct participation by the community or students you plan to serve and how you will get them involved.

Describe your target audience for the public component of this project and explain how you will promote/market your project to this audience. Be specific.

Futel is designed for random pedestrians and members of the general public. The phone booths themselves act as an advertisement for the network, and the free phone calls draw in users to the possibility of interacting with the artistic side of the project. Futel will be promoted with advertising on the cargo bikes of urban messengers, as well as well-established DIY methods - photocopied flyers on utility poles, handouts, pamphlets, and stickers. Posters will be placed around the city giving directions the nearest Futel phone. We will of course also use Twitter and Facebook to spread the word, announce updates and share Futel stories.

If applicable to this project, how will you present your art form to a wider audience (other than your target audience)? If wider audience development is not applicable to this project, please explain.

I will continue to promote Futel to art and hacker audiences through lectures, workshops, and gallery exhibitions. I have prepared and given a 45-minute talk to groups such as the Curiosity Club, technology conferences such as Open Source Bridge, and hacker gatherings such as ToorCamp. I will continue to seek out similar opportunities. Futel will also be presented at art and craft venues such as the annual Byte Me exhibition at AFRU Gallery and the Maker Fair at OMSI, a national DIY and technology event associated with MAKE magazine. Media interest in Futel has already been demonstrated by coverage from OPB News and the Oregonian, and as the Futel network expands, I will contact local weeklies and news outlets with press releases and information.

Financial Management and Accountability

Describe the applicant's past experience in administering similar project(s) where the applicant has been financially responsible for the outcome.

I have been an organizer for several community events. In 2005, I received a sponsorship from Shift (a bike advocacy organization) for Chunkathlon - a gladiatorial bike event and block party. In 2012, I was sponsored by ToorCamp (an outdoor hacker gathering that's part of a computer security conference) to create an interactive technological art installation called the Church of Robotron. I am currently a board member of the Mental Health Association of Portland where I do IT advocacy, advise on projects and implement proofs of concept.

As an organization, how will you meet the requirement for a minimum one-to-one match? If matching funds are not in place, please explain your fundraising strategy and targeted contributors.

Project Budget

Project Expenses

- Include the full Project Expenses and any other sources of funding or support in your Project Revenue. Any in-kind contribution must also be included as an expense.
- Mark your contributions as either Projected (P) or Confirmed (C) within the Revenue table.
- Any **confirmed in-kind** contributions must be documented with a letter or email in your support material.
- After you complete your Project Expenses with your total budget and your Project Revenue with all other sources of contributions, your RACC Grant Amount Request will automatically calculate at the bottom of the screen when the page is saved.

Please Note: Organizations must have a plan to match the RACC grant request with one-to-one matching funds that may be all cash or a combination of cash and in-kind contributions.

ARTISTIC	Description	Amount
Artistic Fees:	one content creator	\$ 750
Tech Design Fees:	40 hours of software engineer and operations labor at \$50/hr	\$ 2,000
Supplies/Materials:	four phone installations at \$800 each (\$150 payphone, \$200 pedestal and enclosure, \$250 concrete/hardware, \$100 conduit/cabling, \$50 computing hardware, \$50 signage/graphics), development/demo phones \$25, development/demo/backup computing hardware \$75	\$ 3,300
Lodging/Transport:		
Other Artistic:		
TOTAL ARTISTIC EXPENSES		\$ 6,050
ADMIND/OVERHEAD		
Admin Fees:	grant writer	\$ 400

Equipment Rental:	1 year virtual computer service from Digital Ocean at \$12.50/mo, 1 year domain name service from Namecheap at \$25/yr, 1 year VOIP phone service from Callcentric at \$50/mo	\$ 775
Space Rental:	1 year site rental at 4 host locations at \$200/yr each	\$ 800
ADA Accommodations:		
Other Admin:		
TOTAL ADMIN EXPENSES		\$ 1,975
PROMOTION		
Printing:	\$100 stickers, \$100 flyers, \$300 zines, \$175 B-Line Urban Delivery advertising signage	\$ 675
Postage:		
Marketing:	\$2000 50 hours B-Line Urban Delivery advertising, \$1995 25 hours Magpie Messenger advertising	\$ 3,995
Design:	designer labor	\$ 2,050
Other Promotion Costs:		
TOTAL PROMOTION EXPENSES		\$ 6,720
TOTAL PROJECT EXPENSES		\$ 14,745

Please use this space to provide additional Project Budget information, if necessary. This could include proposed vendors, break out of fee calculations, or fuller descriptions of line items above. (Optional)

Project Revenue

CASH CONTRIBUTIONS	Description	Amount	Projected (P) or Confirmed (C)?
Ticket Sales:			
Class/Workshop Fees:			
Merchandising/Sales:	T-shirt sales	\$ 200	P
Government:			
Foundation:			
Business/Corporate:			
Applicant:			
Individuals:	Patreon pledges	\$ 100	P
Fundraisers:			
Other Cash:			
TOTAL CASH		\$ 300	
IN-KIND CONTRIBUTIONS	Description	Value	Projected (P) or Confirmed (C)?
Artistic/Admin/Prof Fees:	40 hours of software engineer and operations labor at \$50/hr	\$ 2,000	C
Supplies/Materials:			
Space Rental:	site rental partial donation at 4 host locations at \$150/yr each	\$ 600	P
Equipment Rental:			
Marketing:	50 hours B-Line Urban Delivery advertising at \$2000, 25 hours Magpie Messenger advertising at \$1995	\$ 3,995	C

Design:	30 hours designer labor at \$35/hr	\$ 1,050	C
Other In-Kind:	1 year virtual computer service from Digital Ocean at \$12.50/mo	\$ 150	P
TOTAL IN-KIND		\$ 7,795	
TOTAL REVENUE		\$ 8,095	

Please use this space to provide additional Project Revenue information, if necessary. This could include history of proposed funding support, fundraiser plan details, or fuller descriptions of line items above. (Optional)

Total Expenses

Total Revenue

Grant Amount Requested **\$ 6,650**

Closing Statement

Please provide a closing statement incorporating any additional information to make the case for your Project Grant proposal.

These days, it seems everyone has a phone in their pocket. Most of us take it for granted that we can be reached easily, immediately, and at all times. Phone booths and pay phones have become an anachronism, an odd remnant of outdated technology. However, some segments of the population have been left out of the smart phone revolution. For these folks, having the ability to communicate with family members or potential employers can be a daily struggle. In the same spirit as the “little libraries” that have sprouted up in neighborhoods, Futel exists within a public sphere of shared property and creative community, started as a phone booth in my front yard. Inspired by hacker culture, I developed a way to use cheap hardware to create an affordable internet-based phone system that could also be a platform for artistic projects. A second phone installed at Right2Dream has become a relied-upon service. Futel uses a hybrid of high and low technology - we purchase scrapped pay phones and utilize cheap routers as tiny computers to create a homebrew phone company. We believe in repurposing outdated hardware and making our technology open source. The functionality of the network and public interest in Futel has already been proven. By receiving additional funding now, we will be able to expand the number of installed phones and menu options such as a Dial-a-poem project, an algorithmic keypad puzzle, a community “sound-off” and receiver tones made entirely by a local choir.

Support Material Page

Support Material Checklist:

Letters or Emails to Verify Confirmed In-Kind Donations,
Recent Publicity Materials and/or Reviews,
Work Samples to Showcase Previous Work Programming,
Resumes or Bios

Work Sample Types

Upto 10 Images

As a reminder the following materials are required:

- **Letters Verifying Confirmed In-Kind Donations:** Letters must be signed, however if submitting a copy of an e-mail it must come from the e-mail address of the donor. Each letter must include the market value of the in-kind donation.
- **Recent Publicity Materials and/or Reviews:** No more than (3) examples total.
- **Work Samples:** An applicant may submit images, video, audio or links to online documentation. Up to 10 images allowed for each applicant (counts as (1) work sample). Audio and video total running time not to exceed 15 minutes. Applicants allowed (3) work samples maximum, if necessary to showcase different artistic mediums or collaborating artists.
- **Resumes or Bios** from artist and collaborating artists (if applicable).
- **Organizations Must Submit:** An Organizational Summary and Mission Statement, Summary Budget of Current Fiscal Year, and Bios of Project Lead Staff and Artists.

OPTIONAL: You can submit video or audio links in place of video or audio files. Please include all links in a single PDF document and upload

[Letter Verifying In-Kind Donation](#)

[Letter Verifying In-Kind Donation](#)

[Letter Verifying In-Kind Donation](#)

[Letter Verifying In-Kind Donation](#)



Futel

Information plates which are installed on Futel payphones



Futel

Futel phones being installed at ToorCamp, Neah Bay, 2014



Futel

Elijah St. Clair and Karl Anderson in front of a Futel phone



C.H.U.N.K. 666

Image from Mutant Bike Proving Grounds, Vancouver, BC, 2008



C.H.U.N.K. 666

Zines documenting C.H.U.N.K. 666, 1997-2001



[C.H.U.N.K. 666](#)

Image from the Organ Donor Invitational, Portland, 2005



[C.H.U.N.K. 666](#)

Image from Chunkathlon, Brooklyn, NY, 2003



[Church of Robotron](#)

Image from Church of Robotron, Diode Gallery, 2014



[Church of Robotron](#)

Image from the Church of Robotron, ToorCamp, 2012.

[Old Hardware, A New Twist: The No Pay Phone](#)

Web version of an NPR radio segment

[Futel's 'pay phone' service; providing phone calls comment for free](#)

web version of an Oregonian print article

[Artist's Bio](#)

CV of Karl Anderson

Submission

SIGNATURE / AMERICANS WITH DISABILITIES ACT CERTIFICATION / STATEMENT OF NON-DISCRIMINATION

By signing this application, the applicant certifies that all information contained in this document is true and accurate, the applicant agrees to comply in every way with all applicable entity or individual receiving grant provisions of the Americans with Disabilities Act of 1990, 42 USC Sec. 12101, et seq. and the applicant agrees not to discriminate on the basis of race, creed, religion, color, sex, marital status, political opinion, familial status, national origin, age, gender, mental or physical disability, sexual orientation, military status, gender identity and source of income or disability status.

First Name	Karl
Last Name	Anderson
Date of Submission	08-18-2015