



Inspiring artistic connections with Maths

How to Enter



Consider the theme "My Universe" and what it means to you.



Look around you and find Maths in "My Universe"



Create an artwork showing the Maths you have found.



Take a photo of your artwork and keep the original artwork safe for later.



Think about the following questions. You need to explain each of the answers in 50 to 100 words).

Question 1) What Mathematics did you use in your artwork?

Question 2) How did you creatively connect Mathematics with "My Universe" to make your artwork?

Question 3) Do you think creativity could be used to teach Mathematics?



Read and make sure you understand and agree to comply with the Competition Rules



Complete and submit your entry form and photo of your artwork online [HERE!](#)

Competition Rules

1) General Requirements

- 1.1 Closing date for entries: 30 April 2020. All entries must be submitted online before 17h00 on 30 April 2020. No late entries will be accepted.
- 1.2 No name of entrant or school may appear on the front of the artwork.
- 1.3 Only electronic entries will be accepted.
- 1.4 Each person may only enter once, with only one artwork.
- 1.5 Minimum size of artwork is A4 (21 x 29 cm) and Maximum size A2 (42 x 59 cm).
- 1.6 The artwork must be mostly two-dimensional. If relief work is used it may be no thicker than 2 cm.
- 1.7 All entries must be the artist's original handwork. Copies from the internet (Google, Pinterest etc) or other sources, will not be accepted.
- 1.8 The artwork itself may not be a photograph or computer-generated graphic.
- 1.9 Artworks may not contain copyrighted material; or contain threatening, or abusive material.
- 1.10 Artwork that does not meet the criteria will be disqualified.
- 1.11 The photograph of the artwork must be clear and in focus. No editing of the photograph will be accepted. Any artworks that are found to have been changed after the photograph was submitted will be disqualified.
- 1.12 The answers to the questions must be one paragraph each (50 – 100 words)
- 1.13 The top-selected entries will be requested to send the physical artworks to the GMMDC office in Port Elizabeth for the next round of judging.
- 1.14 The judge's decision is final, and no correspondence will be entered into.
- 1.15 The GMMDC holds unrestricted rights to use any of the artwork or images thereof for purposes that will support STEAM education in South Africa.

2) Photo Requirements

- 2.1 Take a good quality photo of your artwork in natural light
- 2.2 A cellphone with a 5megapixel camera or greater should be used.
- 2.3 Only the full artwork must be in the photo
- 2.4 The artwork must be clear and in focus.
- 2.5 Artwork photo must be uploaded to the Website in high-resolution (300dpi) digital format using either of the file types: jpg or png;
- 2.6 Artwork photo must have a maximum size of no more than 5 Mb
- 2.7 No editing of the photograph will be accepted.
- 2.8 Any artworks that are found to have been changed after the photograph was submitted will be disqualified.

3) Originality Requirements

- 3.1 Copying an image can be illegal and you should be aware of these implications if you're making art based on someone else's work.
- 3.2 Technically it is NOT illegal to use something that you see online drawn by someone else, however, it is a breach of copywrite to pass this drawing as your own.
- 3.3 Examples of copying are:
 - Redrawing a picture and just changing the colour
 - Only making small changes here and there to someone else's picture

Contact Us

For any further queries or assistance, please contact the MathArt Team on:

041 504 2952 or 041 504 3692

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