

<https://www.surveymonkey.com/s/english-proposal-submission> ←BK here is where you apply

12. Biographical Statement

(Please Provide a 200-250 word biographical statement)

Brandon Klevence (bk) is completing a B.S. in Industrial Design at University of the Arts and is a near-peer mentor at the Free Library of Philadelphia as part of the [MakerJawn Initiative](http://makerjawn.org)(<http://makerjawn.org>). He currently is focused on working directly with youth in afterschool library locations to introduce them to STEAM activities, introducing them to evaluative thinking, and increasing engagement through project-based learning.

The mission of the Free Library is to inspire knowledge, advance learning, and inspire curiosity. Its vision is to build an enlightened community dedicated to lifelong learning. The MakerJawn Initiative is embedded in libraries across Philadelphia. Its goal is to increase access to knowledge, tools, and resources in underserved communities by developing pathways for learning through low-cost, low-barrier projects. MakerJawn is dedicated to mentoring youth as they articulate their own interests through the lens of technology, in daily afterschool programming and during citywide events and workshops, empowering youth in Philadelphia through project-based learning.

13. Abstract

(Please provide a one-page abstract of the work you would like to present that clearly identifies the genre you are working in and how, ideally, you would like it to be scheduled during the conference (including time and space requirements). Your abstract must discuss its relationship to the conference theme; any technical requirements or other support (including any space requirements). Please indicate any equipment that is absolutely required and that you cannot bring with you. In the event that we cannot guarantee access to the equipment, we regret that may not be able to accept your creative submission.)

My academic focus is on the successes, failures, and interactions in the implementation of digital humanities projects at the Free Library of Philadelphia and the Maker Jawn Initiative, which I helped to design and implement. Maker Jawn targets youth in culturally rich, low-income neighborhoods through programming in community libraries. Our mission is to improve access to STEM/STEAM programming in these neighborhoods through drop-in, interest-driven daily workshops. While we have successfully created working curricula for youth and professional development models, I'm continually surprised by the tangents, collaborations, and experiences that spawn from play and spontaneity with both youth and adults, and often the projects that arise from inter-generational collaboration. Play eliminates the experiential and social barriers that separate mentors such as myself from the youth we work with, and creates learning moments for us to share ideas and skills, and build on previous knowledge as a group.

Over the past year I have been working with youth aged 4-22 on various projects for both public exhibition, individual consumption, and sharing. Publicly we have developed a collaborative digital mural project, [Connected Messages](http://www.hastac.org/blogs/kfaisteele/2013/09/25/community-embedded-design-connected-messages-free-library-phil)(<http://www.hastac.org/blogs/kfaisteele/2013/09/25/community-embedded-design-connected-messages-free-library-phil>), a project that enabled youth to create an interactive mural that addressed their community from an asset-based perspective. The final product was several interactive murals that enabled youth to send electronic messages through the web between library sites, on the murals they created with their friends and families.

Additionally, we have developed interactive games for local businesses, lead educator workshops, collaborated with Universities and other youth-serving organizations to teach tools and programs, and held two Maker Celebrations that attracted over 200 visitors from across Philadelphia. In my talk I will overview the Maker Jawn Initiative's project goals, key moments during its execution, and what we've

learned about engaging youth in STEM/STEAM programming in the public library setting.

My lightning talk does not require any additional hardware or equipment other than a projector etc.

Hemispheric Pathways: Critical Makers in International Networks

April 24-27, 2014 Ministerio de Cultura, Lima, Peru

Submissions Deadline: November 30, 2013

hastac2014.org

The challenges facing the Western hemisphere are multidimensional and complex. Urban agglomeration, economic development, ecological crisis, military conflict, digital privacy, impediments to advanced learning, negotiations of multiple cultural and historical perspectives - these are problems with scientific and human factors that must be considered together. HASTAC 2014 challenges participants to consider the interplay of science, technology, the social sciences, the humanities, and the arts in the context of addressing the urgent contingencies facing the evolving hemisphere. Themes addressed by the conference include:

- humanities research and hemispheric grand challenges
- indigenous culture and technology
- **technology and education: open learning, peer learning, and issues of access, equity for primary and/or higher education**
- technology and interhemispheric communication of knowledge and publishing
- heritage, patrimony, memory and the digital
- new publics, movements going global and communities of the future
- technology and social identity and roles: gender, race, and other identities
- digital animation and other visualization media arts and sciences
- games and gaming, including for learning
- **community development including the importance of art and culture districts**
- mobile technologies and everyday life
- improvisation, tinkering, hacking
- HASTAC 2014 will be composed of keynote addresses, paper presentations (variations detailed below), hackathons, workshops, birds of a feather meet ups, as well as performances and tech demos.

We will accept proposals for participant presentations in the following categories: 5-8 minute lightning talks; 15-20 minute talks; curated panels (lightning talks, longer talks, curated conversation); project demos; digital and/or print posters; creative performances; hackathons; birds of a feather sessions; post conference workshops (April 28th). Submission portal will be open soon, with support for proposals written in Spanish and English.

We are now accepting proposals for participant presentations in the following categories:

5-8 Minute Lightning Talks

We seek focused, inspiring talks that can serve as both provocation and an introduction to your work in progress or your wider interests. We require:

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any;
2. brief (200-250 word) bio;
3. a half-page abstract of the work you would like to present that must discuss its relationship to the conference themes;
4. any technical requirements or other support that may be required for your presentation.

15-20 Minute Talks

We also seek more traditional papers that really require more time to develop a sustained argument than a lightning talk would allow. Please let us know in your submission if you would allow us to simultaneously consider your presentation submission for a lightning talk instead of a full talk. We require:

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any;
2. brief (200-250 word) bio;
3. a one-page abstract of the work you would like to present that must discuss its relationship to the conference themes;
4. any technical requirements or other support that may be required for your presentation.

Curated Panels

If you would like to curate a panel of 3-5 lightning talks, a traditional panel of 3 papers or a structured conversation among key thinkers, we require:

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any, for all participants;
2. brief (200-250 word) bio for all participants;
3. a one-page abstract of the panel's theme that must discuss its relationship to the larger conference themes, clearly identifying how each panelist will contribute;
4. identification of the panel/group organizer who will be required to facilitate the panel/group involvement;
5. any technical requirements or other support that may be required for the presentation.

Project Demos

Designed to showcase well-developed digital projects or tools. Demos will be grouped in a single room and will, ideally, remain up for an entire conference day. You will have a dedicated 2 hour slot to engage with conference participants without competing with other events. You will have wireless access and a table. While we endeavor to provide projectors or other equipment for participants who make a request at the time of submission, presenters will be responsible for bringing all required technology with them. We require:

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any;
2. brief (200-250 word) bio;
3. a half-page abstract of the work you would like to present and a link to a project url with images or video documentation;
4. any technical requirements or other support (including any space requirements beyond a table) that may be required for the presentation. Please indicate any equipment that is absolutely required and that you cannot bring with you. In the event that we cannot guarantee access to the equipment, we regret that we may not be able to accept your demo.

Digital and/or Print Posters

Print posters (4 x 3 feet) and electronic posters (to be projected) are solicited for emerging projects, ideas, and scholars. In presenting your research with a poster, you should aim to use the poster as a means for generating active discussion of your research. Limit the text to about one-fourth of the poster space, and use visuals (graphs, photographs, schematics, maps, etc.) to tell your story. Required:

1. complete contact information including valid phone, e-mail, and institutional affiliation;
2. brief (200-250 word) bio;
3. a half-page abstract of your work that must discuss its relationship to the conference themes;
4. statement clearly identifying whether your poster will be hard-copy or digitally projected;
5. a digital draft of your poster.

Creative Performances

We are soliciting creative interventions too - e-lit readings, ARGs and mobile cinema, talks that cross boundaries between the academic and the poetic, tech wearables, etc. We see these as being integrated into conference sessions (i.e. if you have a five-minute piece, we might schedule it as a lighting talk), as potentially being part of scheduled evening entertainment (a 30-minute interactive dance performance or e-poetry reading), or as taking place outside of/alongside scheduled time (ie a mobile game that conference participants can download).

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any;
2. brief (200-250 word) bio;
3. a one-page abstract of the work you would like to present that clearly identifies the genre you are working in and how, ideally, you would like it to be scheduled during the conference (including time and space requirements). Your abstract must discuss its relationship to the conference theme;
4. any technical requirements or other support (including any space requirements). Please indicate any equipment that is absolutely required and that you cannot bring with you. In the event that we cannot guarantee access to the equipment, we regret that may not be able to accept your creative submission.

Maker Space

We are soliciting proposals for individuals or groups to create an informal maker space, where conference participants can share, exchange, and experiment with new online tools, personal fabrication technologies, open source electronics such as Arduino, and other creative and learning devices and gadgets.

Other Sessions

Birds of a Feather Sessions will be conversations among experts and those interested in similar topics or technologies. Sessions will aim to assemble teams and plans for multi-institutional collaborations that will extend well beyond the duration of the conference. Proposals should indicate topics, technologies, and possible outcomes.

Post-conference Hackathons will be sessions led by developers that will aim to stitch the varying expertise of participants into a day-long work session to develop a resource such as a website, database, application, or interactive visualization. All are welcome to participate. Full-day time slots only.

Post-conference Workshops to take place April 28. Full-day or half-day workshops will be considered. If you have new tools, new approaches or seek a new community of collaborators we can provide an opportunity for you to offer full and half workshops. For consideration we require:

1. complete contact information including valid phone, e-mail, and institutional affiliation, if any;
2. brief (200-250 word) bio;
3. a one- or two-page abstract of the workshop that clearly describes the goals of the workshop, its relationship to the conference theme; its target audience (and any specialized background required for participation) and whether the proposal is for a full day or half-day workshop;
4. a brief explanation of the space and technical resources required to run the workshop.

All proposals will be reviewed, but we regret that we cannot provide reviewer feedback. We welcome applications from scholars at all stages of their careers from all disciplines and fields, from private sector companies and public sector organizations, from artists and public intellectuals, and from networks and individuals.

Apply at hastac2014.org.