

OPPORTUNITIES > India | Gaming Residency at Khoj

DEADLINE
10 JUN 2014

India | Gaming Residency at Khoj



**CALL
FOR
APPLICATIONS**

OF GAMES II

A six-week international residency for artists working with games as their central interest.
Our interest in games includes digital, physical, social, conceptual games, and also projects that use game-worlds as a point of departure.

28th July - 7th September 2014

Know more on bit.ly/lpmGLw6 Contact gamingresidency@khojworkshop.org

KHOJ
INTERNATIONAL ARTISTS' ASSOCIATION



Khoj invites proposals for 'OF GAMES II', a six-week international residency in New Delhi for artists working with games as their central interest. Residency dates are July 28 - September 7 2014.

Call for applications: OF GAMES II | Gaming Residency at Khoj

Application Deadline: 10th June, 2014

Khoj invites proposals for 'OF GAMES II', a six-week international residency for artists working with games as their central interest. Our interest in games includes digital, physical, social, conceptual games, and also projects that use game-worlds as a point of departure. This is the second edition of a Khoj residency focusing on games. To know more about the first edition, please click the following:

<http://khojworkshop.org/project/12368>

Five practitioners or groups will be selected for a six week residency at Khoj in New Delhi, India from 28th July to 7th September 2014. Participants will be residing in Khoj to develop their projects and take part in various public engagement programs that will be structured by Khoj. There will be mentors who will support the participants in various aspects of their project.

Conditions:

- Proposals can be from teams and individuals (please note for teams, only one member can be invited to be a resident at Khoj).
- Please note, Khoj will be able to provide selected participants with travel costs, residential space and a modest per diem in addition to a production budget.

Suggested Themes:

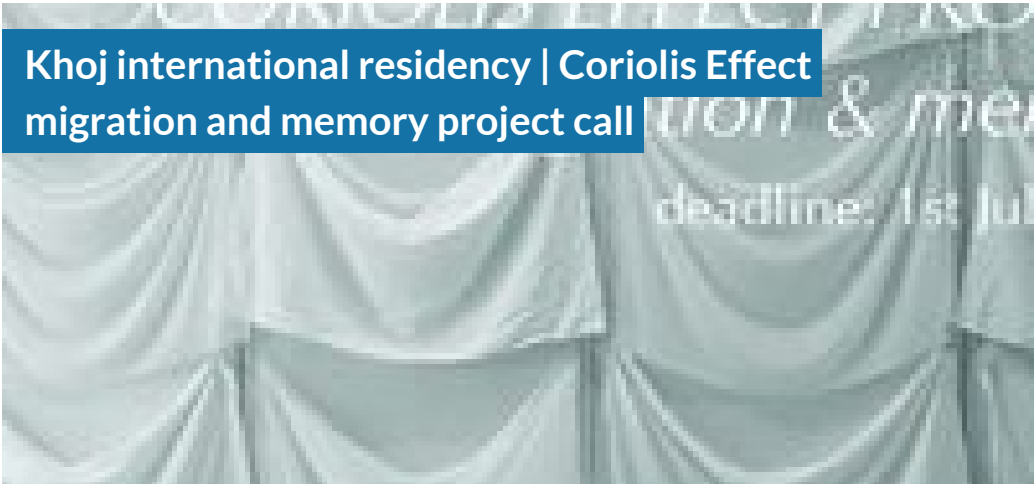
Proposals can (they don't have to) be related to:

1. Modeling human dialogue and language for in-game character conversations.
2. Storytelling and emergent narratives through game world dynamics.
3. Embedding games in the educational environment.

Read [more about KHOJ](#)

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