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## **ACTIVATING SMITHSONIAN OPEN ACCESS FROM THE COOPER HEWITT INTERACTION LAB MADE POSSIBLE BY VERIZON 5G LABS**

The Interaction Lab is seeking software tools and applications that offer exciting, meaningful interactions with some of the 3 million 2D and 3D collections assets in the Smithsonian's Open Access dataset (<https://www.si.edu/openaccess>). Each commissioned project must include an audience objective and should offer wide access, with regard to technology platform and across a wide spectrum of ability.

The Lab is specifically interested in commissioning tools that focus on 2D image assets from Cooper Hewitt's Open Access collections, or 2D and 3D assets from across the Smithsonian's wider collections. It is critical that your proposed tool or application offers a clear and meaningful interaction with Smithsonian collections, ideally different from the kinds of passive "looking" experiences common to museums, and often replicated in digital experiences created by museums. Applicants are encouraged to use as much imagination as possible.

Please refer to the program webpage (<https://www.cooperhewitt.org/activating-smithsonian-open-access/>) for detailed information about the types of interactions you might propose, essential design considerations, and links to GitHub repositories and documentation. If none of the interactions listed speak to you directly, please feel empowered to propose something entirely different. Please also take note of the included selection criteria and consider these carefully as you create your proposal.

### **SUBMITTING YOUR PROPOSAL**

With this Open Call, the Interaction Lab hopes to engage individuals and teams of all sizes already working with museum and cultural collections, as well as those in adjacent fields and/or currently enrolled in undergraduate or graduate programs. By submitting a proposal to ASOA, you agree to be bound to the Official ASOA Participation Rules and Guidelines (<https://www.cooperhewitt.org/activating-smithsonian-open-access/official-participation-rules-and-guidelines/>).

Proposals must be submitted in PDF format via email to [CHSDM-ASOA@si.edu](mailto:CHSDM-ASOA@si.edu) by 11:59pm February 23, 2021. **A complete proposal must contain the following elements.**

- Idea description – 300 words
- What kinds of interactions does your proposed tool offer? – 200 words
- Describe user outcomes, experiential, and/or learning objectives for your proposed tool – 150 words
- Who comprises the team and what are your relevant skills and experience? – 250 words
- High-level project plan for 10-week build period – one page
- Additional materials to help explain your idea, like sketches or diagrams – max two pages
- Relevant examples of previous work – max five pages
- Cover page including contact information for the individual submitting the proposal

**Applications will be reviewed on a rolling basis and finalists will be announced no later than March 4, 2021. Please submit questions to [CHSDM-ASOA@si.edu](mailto:CHSDM-ASOA@si.edu).**