Calling all artists: Enter the Reno Space Apps poster design contest

Organizers of the 2016 Reno Space Apps team need a promotional poster for the Apr. 22-24 event and have created a design contest for local artists. The winning entry is to be posted online and around town, and will earn the artist a cash honorarium.

Reno is once again hosting part of NASA’s International Space Apps Challenge, an annual 48-hour event that takes place in many cities and countries around the world. Now in its fifth year, the Space Apps Challenge has grown into the world’s largest hackathon. Participating individuals and teams have access to a wealth of NASA data and can use it to come up with innovative solutions to real-world problems.

The winning poster will be used to raise awareness community awareness of Space Apps, recruit individuals who want to join Reno’s “Biggest Little Space Apps Challenge Team,” and seek sponsors for Reno’s event.

“People should realize that Space Apps isn’t just a bunch of engineers writing code,” says Reno Space Apps organizer Joe Chavez. “Turning ideas and data into actual solutions requires a broad range of technical and business skills. Artists and other non-programmer specialists can make valuable contributions to any Space Apps team. We want to get a great poster out of this contest, but it also illustrates the diversity of the Space Apps effort.”

To enter the contest, artists must e-mail the following materials to info@steaminitiative.org by March 11, 2016:

- Name and contact information
- Brief artist statement
- Sample portfolio of two images (attachments or link)

The artist selected to design the poster will be notified by March 17, and the final poster design must be completed by April 8, 2016. Upon delivery, the winning artist will receive a cash honorarium and potential exposure that extends far beyond Reno. The global Space Apps hackathon has grown rapidly since its exception, and organizers expect the 2016 event to set new records.

For more information, contact:
Joe Chavez
About Space Apps:

The Space Apps Challenge is a NASA innovation incubation innovation program that provides a forum for a two-way technology transfer. NASA technology and data can be commercialized or otherwise applied on Earth, while real-world problems NASA still faces are crowdsourced to Space Apps participants. For more information, see 2016.spaceappschallenge.org.

About STEAM Initiative and Reno Space Apps

Space Apps Reno is now a program of STEAM Initiative, a new Reno-based 501(c)(3) nonprofit dedicated to creating learning activities in the areas of Science, Technology, Engineering, Art and Mathematics. These activities foster creative and analytical skills that are key components of the entrepreneurial mindset and critical to innovation in a global economy. STEAM focuses on projected-oriented and goal-oriented learning, which the Space Apps Challenge hackathon exemplifies. For more information, see steaminitiative.org.