FILE International Electronic Language Festival



FILE Call for Entries 2024

Registration to participate in FILE ? International Electronic Language Festival projects in 2024 is now open. The festival seeks original works of art and educational projects (lectures and workshops) in Art and Technology, by Brazilian and international artists. It is possible to send proposals for interactive installations, sound art, video art, robotics, animations, CGI videos, virtual realities, augmented realities, mobile art, games, gifs, internet art, lectures and workshops, among others

ABOUT THE FESTIVAL

FILE ? International Electronic Language Festival ?] is a non-profit cultural organization that, since 2000, has promoted exhibitions, workshops and meetings that seek to investigate the appropriation of technological tools in artistic production. With annual exhibitions in São Paulo, editions in Rio de Janeiro, Belo Horizonte and Curitiba, as well as participation in international exhibitions, FILE is the largest electronic art event in Latin America.

Join the 23rd edition of the International Electronic Language Festival, which will take place at the FIESP Cultural Center, in São Paulo, during the period **from July 2nd to August 25th, 2024.**

ABOUT THE CALL FOR ENTRIES

Submit your proposal at this link. The works will be analyzed by an internal evaluation committee, which will select the works that will be part of the FILE 2024 exhibition.

Registration closed February 10th

Categories]
Given the exponential expansion of supports, formats, technologies and the integration of areas of contemporary knowledge, the FILE 2024 Notice will not have specific categories. This proposal aims at the diverse inclusion of physical, digital, hybrid and interactive works of Art and Technology, as well as educational projects such as lectures and workshops. Candidates interested in specifying a category for their work must indicate it when registering.

Some possible categories for nomination are: Interactive Art: Installations; Public Art, Performances; Augmented Reality; Multi-touch tables; Digital Objects; Outdoor projections; Projects for Mobile Devices; Electronic Graffiti; Sound Performance; Sound Installations; Sound Art; Genetic Music; Biological Music; Classical Electronic Music; Pop-Electronic Music; Soundscape; Sound Robotics; Video Music; Sound Poetry; Digital Language: Digital Games; Animations; Digital Cinema; Machines; Digital Video; Digital Architecture; Digital Fashion; Digital Design; Robotics; Artificial life; Biological Art; Transgenic Art; Art Software; New Interfaces; Hypertexts; Non-Linear Itineraries; Artificial intelligence; Programming language; Digital Poetry; Digital Dance; GIF; WebGL; Virtual Realities with 3D Glasses; Educational; Workshops; Workshops; Speeches; Round tables; Others.