

2022 SUMMER INSTITUTE FOR TEENS

SCHOLARSHIP APPLICATION FOR ABORIGINAL STUDENTS

DEADLINE: March 1, 2022

RETURN TO: 2022 Summer Institute for Teens Scholarship Applications

Continuing Studies, Emily Carr University of Art + Design

520 East 1st Avenue, Vancouver, BC V5T 0H2

By EMAIL: teens@ecuad.ca with 2022 SIT Aboriginal Scholarship Application in the subject line

APPLICANT INFORMATION						
Full Name:		_				
Date of Birth:	Aboriginal Ancestry (Status, Non-Status, Metis, or Inuit):	_				
Home Address:		_				
City + Province:	Postal Code:	_				
Email:						
Phone:	Alternate Phone:	_				
School:	Grade completed by June 30, 2022:	_				
Please list any art or des	gn classes you have taken, including traditional techniques:	_				
APPLICATION INFORM I am applying for the follo	ATION wing studio (indicate first and second choice):	_				
1st Choice:	2 nd Choice:					

- 2D Animation
- Architecture + Environmental Design
- Communication Design
- Creative Coding + Web Design
- Digital Filmmaking
- Drawing

- Game Design
- Industrial Design
- Illustration
- Painting
- UX Design

1. Tell us about your interest in visual art or design. Why should you be selected for the Summer Institute for Teens? (max. 200 words)
2. What would you like to learn at the Summer Institute? How will this affect your work as a young creative individual? (max. 200 words)

REQUIRE	D SIGNATURES:					
	I understand the scholarship amount, if awarded, covers Studio program fees (tuition) and does not cover transportation, accommodation, or meals. I will provide my own supplies (approximately \$150) and bus fare.					
	es, I would still like to express my interest unsuccessful.	in registering for SIT in the event that my scholarsh	nip application			
Student		Date				
Parent/Guardian		Date				
RETURN 1	ETURN TO: 2022 Summer Institute for Teens Scholarship Applications Continuing Studies, Emily Carr University of Art + Design 520 East 1st Avenue, Vancouver, BC V5T 0H2 By EMAIL: teens@ecuad.ca with 2022 SIT Aboriginal Scholarship Application in the subject					
INQUIRIES DEADLINE						
	M & SCHOLARSHIP DETAILS nstitute for Teens), 2022					

FREQUENTLY ASKED QUESTIONS

What are the scholarship application requirements?

- Fill out the application form in full; incomplete applications will not be considered.
- The application needs to be signed by the student as well as a parent or guardian.
- Return the signed and complete application form by March 1, 2022. Late application forms will not be accepted.

Who can apply?

Eligibility for this scholarship is <u>only</u> open to Aboriginal students who have successfully completed grade 10, 11 or 12 (or equivalent) by June 30, 2022 and who are aged 16-18 years at the time of registration. Students outside the Lower Mainland are encouraged to apply, but Emily Carr will not be able to fund travel and accommodation costs to Vancouver.

What does the scholarship cover?

All program fees will be covered, including instruction, access to the required software(s) and admission to all related activities. Supplies, transportation to and around Vancouver, accommodation, meals, and studio specific materials are not provided.

What is the selection process?

Following the application deadline, a selection committee will review applications. Successful applicants will be notified by April 2022.

What happens if my application is not selected for a scholarship?

All students who have applied for the Aboriginal Scholarship and who filled out the registration package and submitted it by the application deadline March 1, 2022, and who are unsuccessful in their application, will be offered the reduced Early Bird tuition rate.

What type of a student are we looking for?

We are looking for students who will be committed to attending every day for the full duration the program.

We are looking for students who are passionate about art and design, and who may like to pursue a future career in the creative industries.

Some of the attributes we are looking for in a student include:

- · Curiosity and open-mindedness
- Capacity for hard work, experimentation and exploration
- Engagement with a range of media and a love of material exploration

Where is the program located?

The 2022 Summer Institute for Teens is expected to be delivered in person, at the Emily Carr University campus on Great Northern Way in Vancouver.

What is the schedule?

Monday - Friday, 9:00 am - 4:00 pm, July 4-29, 2022.

The weekly schedule consists of: Studio of your choice (Monday, Tuesday, Thursday, Friday; 24 hours/week)

Creative Practices & Society (Wednesdays; 3 hours/week) Professional Practices (Wednesdays; 3 hours/week)

What is the Summer Institute for Teens, and why are you offering this scholarship?

Emily Carr University offers a challenging and intensive art experience for students between the ages of 16 and 18 who have successfully completed grade 10, 11 or 12 by the summer of 2022. The intent of this scholarship is to introduce talented Aboriginal teens to rigorous art and design training in an integrative studio experience.

Through the immersion and intensity of the Institute, students are able to engage fully in further developing work and an understanding of contemporary and historical art and design. Hands-on work is complemented by in-class critique, discussion, visual presentations, and gallery visits, as well as an art history component.

The program will culminate with an exhibition of student work completed during the Institute.

What are my classes?

- CREATIVE PRACTICES & SOCIETY (required): Artists and designers have the unique opportunity to impact communities and society at large. This innovative course introduces young creative practitioners to contemporary issues explored through a variety of art, media and design practices. Supported by in-class discussions and artist talks, students will consider the various intersections of politics, society and culture through the lens of art and design.
- **PROFESSIONAL PRACTICES (required):** Professional Practices is a workshop- and lecture-based course that provides hands-on demonstrations, information and context for young artists, designers and media creatives to begin building their emerging practices. Students will learn and employ a set of practical, cross-disciplinary skills as they explore the multitude of ways to work in art + design. Students will gain experience writing about creative practices and curating an art exhibition, while exploring different career options in art + design. Students will also learn what it takes to create a strong portfolio.

PLUS ONE OF THE FOLLOWING AS YOUR STUDIO CLASS:

(Note: Successful Applicants will be registered in the first OR second studio of their choice as specified in application)

- **2D ANIMATION**: Bring your artwork to life through traditional and stop-motion animation. Create your own 2D animations using original drawings and build vivid digital environments and characters using Adobe software. You will be introduced to fundamental animation principles and learn to observe and analyze movement in everyday life. Learn to consider timing, mass & volume, matter and rhythm towards creating realistic animated motion. Through hands-on exercises, you will gain experience with stop-motion and computer animation techniques and workflows, and create short films for your portfolio.
- ARCHITECTURE + ENVIRONMENTAL DESIGN: Investigate architecture and its surroundings through
 hands-on model-making, technical drawing and creative problem-solving in this practical studio course.
 Consider buildings, spaces, and landscapes from a design perspective though intensive site analysis. Learn
 technical drawing skills, how to create plans, sections and architectural elevations as well as how to
 translate those drawings into scale-models. Discover how architecture shapes our lives and our
 communities.
- **COMMUNICATION DESIGN:** Communication Design plays a large role in our everyday lives, guiding interaction and communication in both physical and digital forms. In the Communication Design Studio, you will develop visualization skills and creative thinking through a mix of experiments in various forms and media. As you learn visual language, design principles, and thinking method, the program also provides experiences of exploring contemporary issues and concepts and examining how designers contribute from commercial design to social awareness campaigns.
- CREATIVE CODING + WEB DESIGN: Express yourself by using programming to create digital media art and interactive designs. Expand your creative possibilities as you learn to understand programming as an artistic medium and become familiar with common web programming languages. Through a variety of projects, you will learn to develop interactive experiences for the web and apply programming concepts to create interactive web apps, generative art, and data visualizations. By the end of the program, students will have developed foundational coding and problem-solving skills, and be equipped to implement their creative design concepts using javascript and p5.js.
- DIGITAL FILMMAKING: Explore narrative and visual storytelling as you shoot, edit and produce a range of
 work both individually and collaboratively. Learn the basics of screenwriting, storyboarding and directing as
 well as technical production skills. Discussions will focus on how video has evolved with new technology,
 audiences and platforms as well as the influence of society and culture.
- DRAWING: Explore how you see the world around you with traditional, technical and experimental drawing
 processes. Through various drawing methodologies investigate and apply a variety of drawing media and
 approaches to elevate your work and extend your comfort zone. Learn to work with graphite, ink, conté,
 charcoal and pastel as you further develop your technique and style. Create a variety of large-scale
 representational drawings, abstract compositions and sketches for your portfolio.
- GAME DESIGN: Bring your storytelling to the next level through game art + design! In this fun studio, you will learn the fundamentals of game design and how to communicate your ideas in this interactive medium. You will apply linear and non-linear storytelling techniques to develop a story concept, and use visual design principles to develop the look and feel of your game. You will learn simple coding and programming skills to prototype game mechanics, develop creative problem-solving skills, become familiar with the design process as it applies to video games, and learn how to apply basic UX design methods towards achieving a fun and positive user experience for your game.
- INDUSTRIAL DESIGN: Discover how sustainable and human-centered design can positively impact the world around us. This studio introduces the core values and application and potential of Industrial Design through prototyping and case studies of product design. You will learn technical drawing, CAD software, 3D printing and model-making alongside principals of accessibility, ergonomics, material innovation and ecological concerns.
- ILLUSTRATION: Broaden your illustration knowledge and creative potential through a range of projects
 using traditional and digital media. Create detailed and stylized illustrations that communicate ideas, capture
 characters and envision imaginary spaces. Expand your illustration abilities as you apply your sketching,
 drawing and composition skills in a digital environment. Future illustrators, animators, graphic novelists or
 fine artists are invited to learn traditional and digital illustration techniques as they develop their individual
 style and grow their body of work.

- PAINTING: Investigate how observed and imaginary spaces and objects can be represented with acrylic
 paint and mixed media. Challenge yourself to take new approaches to your work as you experiment with
 abstraction and realism in order to further develop your personal style. Build technical skills through rigorous
 exercises in paint application, brushstrokes, composition and colour theory. Historical and contemporary
 practices will be considered.
- **UX DESIGN:** Engage your creativity and expand your design skills in this exciting studio! Through practical assignments and design sprints, you will become familiar with the design thinking process, grow your visual literacy skills and learn to design through the lens of accessibility and usability to create engaging user experiences. You will learn to use observation, research and empathy to understand your user's needs, and use UX Design tools to build mock-ups to test the user experience of your designs. By the end of the program, you will be equipped with transferable problem-solving skills and a foundational understanding of how human-centered design can positively impact the world around you.

Have more questions?

For more information, visit www.ecuad.ca/academics/teen-programs/summer-institute-for-teens teens@ecuad.ca | 604 844 3879