



Call for Proposals

The Maryland Arts Summit, hosted at UMBC, is a statewide conference presented by and for the Maryland arts sector. This sector includes but is not limited to:

- Arts Advocates
- Arts Educators & Teaching Artists
- Independent Artists
- Arts Organizations
- Youth
- Community Stakeholders
- Arts and Entertainment Districts
- County Arts Agencies of Maryland
- Public Artists, Boards of Directors
- and Folklife artists

This is an opportunity to network, share the fantastic work being done across the state, discover different communities, celebrate the accomplishments of the arts sector, and bring to light where systems have fallen short of the support required to help artists and organizations thrive through dialogue and action. The Maryland Arts Summit is a place for productive conversations to move the Maryland arts sector forward and ensure its long-term success.

The Maryland Arts Summit will be conducted in person on June 20 & 21, 2024, and follow the guidance of UMBC for safety protocols. We will provide limited hybrid options.

Deadline to submit: March 22, 2024, at 11:00 am

****This document contains the complete instructions for the application. Please review it thoroughly before submitting a proposal. For any questions about this document or the application process, please email info@mdarts.org.**



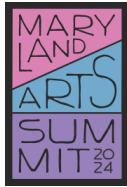
Call for Proposals

- Proposals will be accepted through March 22, 2024, at 11:00 AM. Notifications regarding proposals and virtual support will be sent out no later than **April 10, 2024. Late submissions will not be accepted.**
- Each approved proposal will receive complimentary admission to the Summit and an honorarium of \$350 for the first presenter. If the proposal submitted is for a team of presenters, an additional \$150 will be added to compensation for each additional presenter that takes part in the presentation with a limit of three (3) presenters per session.
- Submitted proposals will be reviewed by the Summit Committee, which includes staff and board members of Maryland Citizens for the Arts, community members, and key stakeholders.

Call for Proposal Application: Please read the document thoroughly. Should anyone have any questions, please email info@mdarts.org.

Presenter Information

- Presenter Name(s)
- Primary Contact Name
- Primary Email Contact
- Primary Phone Number
- Primary Contact Address
- Primary County of Residence or County of Organization
- Arts Organization Affiliation (if applicable)



Part 1- Proposal Overview

Intended Audience Track (who is the intended group of individuals for the proposed session? Think, who is the information you are sharing for?):

- **Independent Artists** (artists, teaching artists, producing & presenting, public art, folk and traditional artists)
- **Community Arts** (“Community art is an artistic activity based in a community setting, characterized by interaction or dialogue with the community and often involving a professional artist collaborating with people who may not consider themselves professional artists. b otherwise engage in the arts”)
- **Arts Organizations** (arts organizations, Arts and Entertainment Districts, county arts councils, boards of directors, arts education organizations, arts admins, public art)
- **Arts Advocates** (arts education advocates, economic investors, i.e., funders and business community, arts admins, public art)
- **Arts Educators** (arts instructors, education administrators, education leadership, arts organizations, teaching artists, arts councils)
- **Youth Artists and Advocates** (students & youth)

**Specify if there is a segment of the selected audience track that you are targeting with your proposal for this session.*



Theme -Please select which of the following priorities you will incorporate into your session:

- **Equity and Justice** (resources to increase cultural competence, equity, and inclusion to create a more understanding and empathetic arts community when experiencing diverse cultures)
- **Accessibility in the Arts** (resources to serve communities with diverse accessibility needs)
- **Community Engagement** (resources to help community organizers navigate existing structures to accomplish their community art goals)
- **Making Space for the Arts: Using and Sharing Resources** (provide greater access to knowledge about venues, toolkits, grants, organizations, resources, networks, etc. to increase opportunities, collaboration, and exchange)
- **Social Impact** (information and resources about programs and proposals) will be reviewed by the Summit Committee, which includes staff and board members of Maryland Citizens for the Arts, community members, and key stakeholders.
- **Creative Process** (elaborate on the inspiration, artistic techniques, and collaboration involved in the creative process)
- **Inclusivity** (perspectives of artists and arts organizations from historically underrepresented communities due to structural, geographic, economic, and social, and racial disparities.
- **Arts and Health** (the impact of the arts on health and wellbeing)



Suggested Topics: Please select ONE of the topics from the list below:

Topics are organized by the target audience. Under each target audience heading is the list of suggested topics. We welcome your creativity, value the recommendations of experts in the field, and welcome additional topic suggestions. **If you do not see your topic represented in the list, please write a topic in the space provided.**

**This section is contained on pages 4, 5, and 6. Be sure to read through all the pages for the complete list of recommended topics.

This year, MCA has conducted conversations that have yielded recommendations from the arts community. Many community members have expressed the desire for increased visibility of resources and how those resources are shared throughout the community. This helped us compile an informed list of topics found below.

INDEPENDENT ARTISTS

- Marketing Best Practices
- Developing a Communication Network
- Increasing Touring Opportunities for Maryland Artists
- Going Public - Public Art for Artists
- Ideas to Form: Digital Design & 3D Modeling Tools
- Financial Sustainability
- Accounting for Artists
- Finding and Applying for Grants
- Connecting to the For Profit Business Community
- Operating as a Business
- Creative Process-Developing in the Art Form
- Connecting to Festivals
- Emergency Preparedness
- Hosting Hybrid Events



- Amplifying Community Voices
- Uprooting and Dismantling Inequity
- Developing Folklife Collaborations at the State Level

ARTS ORGANIZATIONS

- Governance Best Practices
- Building/Maintaining an Active Board
- Board Responsibilities Beyond Fundraising
- Developing a Support System
- Building a Marketing/PR Plan
- Grant Writing
- Developing a Public Art Project in your Community
- Board Development/Identifying new board prospects
- Models for Volunteer Engagement
- Public Art Success Stories
- Public Art Development
- Data Management Platforms
- Emergency Preparedness
- Adjusting Audience Strategy
- Building back to capacity/how to recover
- Establishing anti-racism and anti-oppression training within organizations
- Including community feedback in organizational planning (how are you uplifting your communities directly?)

ADVOCACY

- Building Grassroots Arts Advocacy Campaigns
- Arts Voter Engagement /Voter Registration/Get out the Vote



- The Relationship between Artist and Advocates
- How Legislation can Impact Arts Communities (Community development, tax incentives, funding, etc)
- Emergency Preparedness
- Increase Funding
- Arts and the Environment

YOUTH ARTISTS AND ADVOCATES

- Elevating student voice through art
- Experiences with technical/career training for arts & arts adjacent fields (carpentry, electrical, etc.)
- Advocacy 101 by and for youth
- How to create a parent advocacy group (PTA, Band Boosters)
- Youth Voter Engagement

ARTS EDUCATION

- Building Arts Education Partnerships (County Arts Councils, School Administrators, Teaching Artists)
- Funding for Arts in Education
- Accessibility in practice in Arts Education
- Amplifying Teaching Artistry (independent artists, arts organizations, teaching artists)
- Socio-emotional Learning
- Arts Education Critique, Assessment and Elevation
- Arts Education and Activism
- STEAM (Science, Technology, Engineering, Arts & Mathematics)



Format (how does the session unfold)*A Creative Co-host will be assigned to you to assist with developing and presenting a session virtually*:

- **Campfire** (1-2 facilitators / 30 minutes): A speaker-led, open conversation focusing on driving a dialogue with attendees around a particular topic rather than offering a structured presentation. Invites participants to contribute their expertise to the summit conversation.
- **Case Study** (1-3 speakers / 60 minutes): A focused presentation highlighting research findings from relevant initiatives and projects or focusing on leading trends across the arts sector, followed by audience Q&A.
- **Panel** (2-3 speakers / 60 minutes): A dynamic conversation led by several field experts, sharing their perspectives and experiences around a directed topic with a prompted audience conversation.
- **Art Reflections** (1-3 speakers / 15 minutes): An interactive discussion prompted by a shared experience of a new piece of artwork.
- **Hands-On** (1-2 speakers / 60 minutes): An active, participatory session that facilitates elevated, interactive, and creative techniques. Some examples could include a Modern Dance Class, Media Arts Technology Class, Theatre tech workshop, etc.
- **Creative Keynote** (1+ speakers / 60 minutes): An interactive creative experience designed to inspire the participants and excite them for the Maryland Arts Summit's events.
- **Meet-Up/Hang-Out** (1-2 speakers / 60 minutes): A networking event that encourages communities to connect around similar topics, passions, or interests. EAAs!
- **Podcast** (2-3 speakers / 60 minutes): A podcast conversation on topics across the arts landscape, hosted by media organizations and recorded in an intimate setting amongst a live audience at the event.
- **Other:**



Part 2- Session Information

- I. Session Title:
 - II. Summary of Session: This section should include:
 - content essential to the session
 - participant goals
 - participant self-evaluation of achieved goals
 - III. Biography, resume, or statement of purpose that reflects mastery and experience of the proposal.
 - IV. Any supplemental materials you feel would help communicate the session's content and/or goals.
-

END OF DOCUMENT