CALL FOR ARTIST(S)
RFQ Submission Deadline: 12/20/18

SUMMARY OF OPPORTUNITY
The Museum of Science, Boston (MOS) invites Artists or teams of Artists to submit Qualification Statements for a permanent Art Installation to be located in one of the Museum’s new permanent exhibitions, opening in summer 2020. The Artist must be open to working in a collaborative manner with the MOS design staff to integrate the proposed Installation into the existing building facility and within the Design Concept and Goals of the Exhibition.

PROJECT BACKGROUND
Mathworks Tech Studio will be a 7,000 sq. ft. exhibition that will engage visitors in creative problem solving activities centering on engineering design and computer science. The selected Installation will be an important element of this larger gallery, and should capture and convey the energy and creativity that will be the hallmarks of Mathworks Tech Studio. The Museum is seeking highly-qualified, innovative, collaborative Artist(s) to create an Installation that inspires Museum visitors to think creatively as they engage in Mathworks Tech Studio design engineering challenges.

This large-scale Installation will be a major focal point for the exhibition, and therefore will be centrally located in the exhibit space. The intent is that this piece will be installed on the ceiling plane and can extend up to 350 sq ft. This includes a section of the exhibition ceiling, approximately 35’ in length and 12’ wide, with a height between 12’ and 14’. This area stretches from the Mathworks Tech Studio entryway to the Design Challenges Counter Area (refer to 5. Sketch of Proposed Installation Location in Appendix).

The Mathworks Tech Studio Installation must:
• Be visually inspiring, creating an engaging and memorable experience for visitors
• Exemplify creative ways of thinking
• Support the goals and messages of the exhibition (See Appendix)

ARTIST ELIGIBILITY
This opportunity is open to professional Artists or Artist teams with a demonstrable history of creating and installing large-scale public art projects of the scale described in this RFQ. Artist teams must include a lead professional Artist. It is preferred that applicant teams have demonstrable experience working together on prior projects. Applicants must have successfully completed at least one art commission (public or private) within the past five years. Museum of Science, Boston employees or their immediate families are not eligible to apply.
RFQ SUBMISSION REQUIREMENTS
Each Artist or team of Artists may submit their application digitally. Applications should include:

1. Not more than Ten (10) total images of past public art project(s) created by the Artist or team of Artists, including at least one recent project. Please include, clearly labeled, the following details for each image:
   a. Title of artwork
   b. Media
   c. Year completed
   d. Dimensions
   e. Location and client
   f. Project budget

2. One (1) video may also be submitted but is not required. Please include a brief (2-4 sentence) description of the content of the video.

3. Reference details (entity name, contact person, contact information) for at least two (2) public art projects led by the Artist or the team of Artists.

4. Resume for the Artist, or if applying as a team, for each team member.

Incomplete applications will be ineligible for consideration.

SELECTION CRITERIA/PROCESS
The Selection Panel, consisting of Mathworks Tech Studio project team members, will evaluate Artist/team qualifications based on the following criteria:

1. Artistic merit of submitted past work
2. Proven ability to work in a scale and with materials appropriate to a given site as evidenced by past work
3. Ability to successfully collaborate as part of a design team

Following the RFQ, 2-3 finalist Artists will receive a Request for Proposal asking for a proof of concept defined in rendering, model, or video format, proposed budget, timeline outline, and subcontractor list. An interview in person or by Skype will be required.

CONTACT INFORMATION
Please email any questions and send submission packets to:

Bobbie Oakley
Project Manager
Museum of Science, Boston
1 Science Park
Boston, MA 02114
Email: roakley@mos.org
Phone: 617-589-4414

Submission Deadline: 5:00 p.m. on Thursday, Dec 20, 2018.
Appendix

1. BACKGROUND, EXHIBIT OVERVIEW, GOALS AND MESSAGES

BACKGROUND
The Museum of Science, located in Boston, Massachusetts, is one of the oldest and largest science museums in the United States, and serves 1.4 million visitors annually. The Museum's mission is to play a leading role in transforming the nation's relationship with science and technology.

Over the next ten years, the Museum of Science, Boston will transform 100,000 square feet of exhibit space in our Blue Wing. The new Blue Wing will strengthen visitors' habits of mind as they explore content related to the natural and engineered worlds. In our interconnected world, individuals have access to information and data almost anywhere and at any time. It is no longer fitting for museums to play the role of cataloger of existing ideas and knowledge. It now is essential that educational organizations such as museums prepare individuals to use that knowledge and to make sense of existing ideas in new and creative ways. The Museum aims for all of our visitors to think like engineers, scientists, computer scientists, and innovators as they create solutions, investigate questions, and imagine possible worlds for both today and tomorrow. Each new Blue Wing exhibit will have a primary focus on one of three core habits of mind essential to producing understanding rather than merely reproducing facts:

- Creating solutions
- Investigating questions
- Imagining possible worlds

EXHIBIT OVERVIEW
The first stage of the Museum’s transformation will be to reconstruct one of the most visible areas of Level 1 in the Blue Wing into a new exhibition that will create a permanent presence for engineering and computer science content in the Museum. This new ~7,000 sq. ft. gallery, called Mathworks Tech Studio (working title), will focus specifically on the creating solutions habit of mind, empowering visitors to think critically and inspiring them to create our technological future in an engineering and computer science context. The experiences presented in Mathworks Tech Studio will engage visitors in the process and thinking skills of engineers and computer scientists as it reinforces the idea that creativity, collaboration, and productive struggle are all central to the process of engineering. The gallery will be designed to serve a range of multigenerational groups, with a primary audience of families. Particular attention will also be paid to the needs of young children, girls, and school groups, along with an ongoing commitment to engaging audiences typically underrepresented in Science, Technology, Engineering, and Math (STEM).
Because of the central location of the gallery, the potential audience could be any and all of our 1.4 million annual visitors. Our audience members’ ages range from 1 to 100; visitors come in multigenerational family groups, adult pairs, and school groups, all of which we consider as we develop gallery spaces. In addition, we anticipate the new Mathworks Tech Studio will be a high-visibility area for Museum media coverage and institutional relations. The Installation’s prominent location means that it will have a very high profile and will need to enhance the visitor experience at all times.

MUSEUM AND PROJECT GOALS AND MESSAGES

The Museum of Science Mission:
To empower visitors to think critically and inspire them to create our technological future.

Mathworks Tech Studio Exhibition Overview:
Visitors will engage with the engineering design process to create their own solutions to challenges.

Audience
The primary audience is families, with a special focus on engaging girls and women. There will be some activities designed specifically for our youngest learners, as well as opportunities for them to engage in other exhibit activities.

Messages
• I can have fun creating solutions like an engineer.
• Engineering is an iterative process I can use to solve problems.

Educational Goals
1. Visitors will practice creating solutions using engineering skills of iteration, problem decomposition, and creativity.
2. Visitors will recognize that they used these three skills in the exhibit, that engineers and computer scientists use them, and that they can be used to solve a wide variety of problems.
3. Visitors will recognize and experience the creativity that is part of the work of engineering and computer science.
2. RFQ SCHEDULE

SCHEDULE*
* All dates are approximate.

- RFQ (open call) 11/23/18 – 12/20/18
- Submission due 12/20/18
- Review of qualifications Early January 2019
- RFP sent Early January 2019
- RFP due Spring 2019
- Final Artist Selection Spring 2019
- Final Installation completed 7/15/20

3. MUSEUMWIDE INITIATIVES THAT RELATE TO THIS PROJECT

Universal Design
Universal Design, guided by formative evaluation, is a consideration in each aspect of exhibit development, and is the responsibility of all team members. Accessibility is part, but not all of the Universal Design story. Universal Design is about inclusion. In museums, it goes beyond accessibility, to shaping educational content. It defines an approach that uses multisensory, multimodal experiences as an educational tool—the means of communicating an exhibit’s main point.

Sustainability Policy
The Museum of Science is committed to sustainability in all aspects of our work, both educationally and in practice. Our policy reads:

The Museum of Science will be a leader in using science to understand and consider the consequences of human action on the Earth’s ability to sustain and nurture life and to use that understanding to guide our planning and decision-making, our educational products and services, and all our endeavors.

We hope that the selected Artist(s) will join us in our endeavors to implement this policy, both in terms of what we build and, of course, how we build it. We are an institution that shares publicly our decisions and their subsequent results to “foster societal systemic learning and informed active citizenship”, and we do not shy away from discussions about the long-term implications of the decisions we make.

Code Compliance and Facilities Cooperation
The Museum of Science is also committed to meeting or exceeding the regulations for Boston Fire Department and Inspectional Services. This project will continue to work closely with the MOS Director of Facilities, and others to ensure that all codes are met and documented, and permits are pulled on schedule.
4. GENERAL INFORMATION

• All ideas contained within this RFQ and connected in any way to the Mathworks Tech Studio project are and will remain intellectual property of the Museum of Science. Any work undertaken by the chosen Artist(s) on behalf of the Mathworks Tech Studio project and undertaken during the course of the project will become intellectual property of the Museum of Science.

• All costs incurred by Artist(s) in the preparation and presentation of the qualification submission in response to this Request for Qualifications document shall be wholly absorbed by the Artist(s). All supporting documentation submitted by the Artist(s) shall become the property of the Museum of Science unless the Artist(s) specifically requests in writing that the document be returned.

• This Request for Qualifications is not a contract nor does it guarantee any contract or relationship for any services with MOS.

• MOS reserves the right to shift, pause, or change the schedule in any way for any reason.
5. SKETCH OF PROPOSED INSTALLATION LOCATION

For use only by the Museum of Science, Boston. Unauthorized duplication in whole or part is prohibited.
For additional information, please contact Bobbie Oakley • 617.589.4414 • ROakley@MOS.ORG