Looking for an interesting internship? A collaborative experience that involves building a large-scale interactive installation?

From September-November 2010, School of Art & Design Witt Visiting Artist in Residence Christopher Sperandio, (a member of the Kartoon Kings in partnership with Simmon Grennan) is working with UM students in the School of Art & Design Slusser Gallery workspace to create, Conflict Theory as Game, a large-scale, interactive installation that will be the site for a series of collaborative games. Conceived as a large-scale model of part of the University of Michigan campus and surrounding Ann Arbor community, UM students, faculty and staff, as well as members of the general public, are invited to participate in all stages of planning, execution, and play.

Who should apply?
Anyone interested in art-design, architecture, community organization, gaming, and/or sociology; willing to spend 50 hours between September and the Thanksgiving holiday; and responsible and able to meet deadlines.

Anyone who wants to learn scene painting; or paint a wall-size mural; or construct large-scale, painted cardboard models of UM and Ann Arbor landmarks; or organize and play games in the finished construction; and engage both the University and Ann Arbor communities.

How to apply:
• Attend one of the information sessions September 16th or 21st at noon in room 2147.
• Fill out an Internship Form, sign it, and return to Sperandio for signature at the end of the information session.
• Submit the signed Internship Form to John Luther in the Smucker-Wagstaff Academic Programs Center (Room 2038 A&A).
• You will be issued an override to register for ARTDES 351, Internship. Participating students will earn one internship credit through the School of Art & Design.

INFO SESSIONS
SEPTEMBER 16TH & 21ST, ROOM 2147 - NOON

Find the Conflict Theory group on Facebook