



February 23,

To: Pier 4 LLC and Boston Redevelopment Authority

Re: RFI from Potential Qualified Civic and Cultural Users—100 Pier 4 Civic/Cultural Space

Being duly authorized to represent and act on behalf of Boston Cyberarts, Inc. (the "Applicant"), and having reviewed and fully understood all of the requirements and information provide, the undersigned hereby submits the attached Application and supporting materials and hereby applies for the opportunity to provide or submit a proposal for the Civic/Cultural Space as described in the RFI from Potential Qualified Civic and Cultural Users for 100 Pier 4 Civic/Cultural Space (the "RFI"). Capitalized terms used herein but not otherwise defined shall have the meanings ascribed to such terms in the RFI.

The Owner, the BRA and MassDEP are hereby authorized by the Applicant to conduct any inquiries and investigations to verify the statements, documents, and information submitted in connection with this Application, and to seek clarification from references and other third parties regarding any financial and experience issues. If the Owner, the BRA or the MassDEP have any questions regarding this Application, please contact the following individual(s):

George Fifield, Director
Boston Cyberarts, Inc
9 Myrtle St. Jamaica Plain, MA 02130
617-524-2109
george@bostoncyberarts.org

The undersigned confirms and warrants that there is no officer, director, partner, employee or spouse of any of the foregoing categories of individuals who is:

(a) An elected official of the City of Boston or an employee of the City of Boston, MassDEP or the Owner; or

(b) Related to or has any business or family relationship with any elected official of the City of Boston or any

employee of MassDEP or the Owner, such that there would be any conflict of interest or any appearance of conflict of interest in the evaluation or consideration of this Application by the Owner, the BRA or MassDEP, except as set forth below:

George Fifield is an unpaid member of the Boston Arts Commission.

The undersigned declares that the statements made and the information provided in the duly completed Application are complete, true and correct in all respects.

A handwritten signature in black ink, appearing to read "George Fifield", written in a cursive style.

George Fifield, Director, Boston Cyberarts, Inc.

100 PIER 4 CIVIC/CULTURAL SPACE

Proposal

This proposal is to establish a new space on the waterfront, to be called ArtPort One, devoted to all aspects of the fusion of art and technology. This joint project of Boston Cyberarts and Group Chiasma would integrate an exhibition space for new media art and a performance / meeting area, technology incubation offices, and small classrooms.

Our History

Boston Cyberarts was founded in 1997 for the purpose of organizing the biennial Boston Cyberarts Festival in 1999. The seven festivals that followed explored the intersection of art and technology in all media. Each festival had electronic music events and visual and interactive art exhibitions. Explorations of digital literature and pop up augmented reality presentations took place as well as conferences on Digital Art in Public Space (2001) and dance and technology (Ideas in Motion, 2005, 2006, 2007.) Many of these events featured international artists and attracted an international audience. In 2011, 22,000 people attended festival events at more than 40 different venues, including our central headquarters at Atlantic Wharf on Fort Point Channel.

Following the 2011 festival, Boston Cyberarts fulfilled a year long contract with Boston Properties' Atlantic Wharf to provide visual art, dance and music events throughout the building, organizing seven exhibitions of new media art, including art from such new media celebs as Daniel Rozin, David Rokeby, Golan Levin and Martin Wattenberg. We also presented five electronic music performances ranging from drone to voice to altered artist-built instruments. In addition, we hosted a bicoastal art and technology dance performance by Kinodance, an augmented reality installation by Mark Skwarek, a virtual reality presentation by Public VR and a presentation and performance of the DemoScene.

Today, Boston Cyberarts has a strong presence in the Innovation District through its *Art on the Marquee* program, an ongoing project of media art created for display on the 80-foot-tall, seven-screen LED marquee outside the Boston Convention & Exhibition Center in South Boston. Since 2012, over one hundred professional Massachusetts new media artists, game designers and animators have created work, which still plays in rotations today. For the past three years we have hosted a round for students from area colleges and art schools.

Additionally, Boston Cyberarts commissions art for the Harbor Island Welcome Center, owned by the National Park Service, in which algorithmic artists program two LED screens using data streaming from the Boston Harbor Islands. Both projects are highly visible in heavily trafficked areas, allowing the participating artist's work optimal visibility while generating interest in new media art.

Finally, we curate regular exhibitions of new media in our exhibition space, the Boston Cyberarts Gallery in Jamaica Plain. It is the only exhibition space in New England, for profit or non-profit, devoted to new media. Exhibitions have included historical overviews, (*Otto Piene & Electronic Art in New England*, January 2015) the first international survey exhibition of iPad and iPhone art, including one by John Baldessari (*Poetic Codings*, 2013) and in conjunction with a video game focused call for an *Art on the Marquee* program, an exhibition of video games as art (*The Game's Afoot: Video Game Art*, 2013.) The gallery has partnered with local colleges and hosted two

graduate programs, Digital + Media at the Rhode Island School of Design (RISD) and the Dynamic Media Institute at the Massachusetts College of Art and Design.

Boston Cyberarts will continue to expand upon its rich history at the 100 Pier 4 Civic/Cultural Space through a collaboration with Group Chiasma, a venture development organization that is also helping promote a new network focused on promoting invention. Together we would seek to expand options for collaborations between artists and influential inventors to actually meet, create, teach and develop new art forms -- from kids who can come in and develop interactive games to adults who can unleash their sense of creative play through interactive theater and interactive installations.

The gallery-designated space will house programming comprised of national and international artists at the cutting edge of new media in conjunction with the leading digital art portals in the world. The performance space will showcase a roster of electronic musicians, digital performance artists, virtual and augmented reality art projects, lectures, demonstrations of new performative technologies and demoscene events. It will be a venue for hosting regular conferences on "hot" emerging technologies where invited corporate sponsors, universities, R&D professionals, investors and artists learn about and help accelerate the pace of innovation in areas such as 3D Printing, medical devices, cyber-security, and cloud computing.

By creating a unique space that encourages artists to join such forums, we aim to engineer "collisions" between the arts and the sciences that could generate new disruptive inventions much as they engender new strands of artistic endeavor. Such programming would bring out the best of Boston's particular endowments by cross-pollinating between the city's rich history in the arts and its acclaimed technological prowess. As a result, we would expect both products and poetry to come out of ArtPort One. Some projects we are working on include a fashion technology show which is conceived as a collaboration between fashion artists / designers and start-ups who are generating new wearable technologies as part of Boston Fashion Week; or a poetry slam that invites poets and computer programmers to riff off and play on each other's tweets; or even a round-table which has sci-fi writers and visual artists come together for re-designing cardiac devices or personalized medicine with accomplished inventors from such arenas.

1.0 NON-PROFIT ORGANIZATION STRUCTURE

1.1 Please provide your organization's name (full legal name) and state of incorporation and your:

- Boston Cyberarts, Inc Massachusetts
- Mailing address - 9 Myrtle Street, Jamaica Plain, MA 02130
 - Primary contact and title - Stephanie Dvareckas, Assistant Director
 - Telephone - (617) 524-2109
 - Fax - (617) 524-9968
 - Email - info@bostoncyberarts.org
 - Website address - bostoncyberarts.org

1.3 Please provide a list of the officers and directors for your organization:

George Fifield, President and Treasurer
9 Myrtle Street, Jamaica Plain, MA 02130
Board member since 1998
No remuneration for their services

Kevin Cavanaugh, Clerk
Five Technology Park, Westford, MA 01886
Board member since 2004
No remuneration for their services

Judith Donath
13 Buckingham St., Cambridge, MA 02138
Board member since 2008
No remuneration for their services

Maura Fitzgerald
500 Harrison Avenue, Suite 401R, Boston, MA 02118
Board member since 1999
No remuneration for their services

David Newbold
47 Vermont St., West Roxbury, MA 02131
Board member since 1998
No remuneration for their services

James Utterback
77 Massachusetts Ave. Building E52-541, Cambridge, MA
Board member since 2007
No remuneration for their services

Michael Spalter
88 Williams St., Providence, RI 02906
Board member since 2011
No remuneration for their services

Budget Narrative

We have sent by mail copies of un-audited financial statements for Boston Cyberarts from the last two years. We wish to point out that 2013 and 2014 were quiet years for the organization, as we focused on our gallery and public art projects, and do not truly reflect our fundraising capabilities or our potential cash flow. Our income for the last three years of the biennial Boston Cyberarts Festival (2007, 2009, 2011) were \$176,875, \$103,400 and \$143,282, respectively.

Furthermore, Chiasma's principals have raised over \$25MM for private sector initiatives which involve early stage technology-based ventures. As partners, they will collaborate closely with us to work through a sustainable plan. Chiasma's principals have commercial real estate experience and could bring in partners that include:

Entrepreneurial companies (including venture-backed start-ups) that have a particular interest in using the space for conference spaces and educational / corporate training purpose. These groups would pay rental and help the organization operate without requiring external cash infusions.

We will partner with other local arts and cultural organizations who are seeking to expand their footprint toward a Boston city presence and who would again pay rent and help subsidize programming.

We will generate cash flow through educational programming including workshops around gaming, 3D printing, computer programming for visual / performance arts, interactive installations, etc.

We will instigate a subscription-based fee from members who join our center.