DEPART - MENT

2022 — 2023

Open Call

for artists, educators, & researchers to engage the public via a collaborative exhibition + public programs

engage, exhibit, discuss, generate, program, practice, workshop, create,

2022
oct — dec
2023
feb — apr
In Spring 2020, the Albert and Tina Small Center for Collaborative Design kickstarted a new programmatic initiative called DEPART-MENT to re-imagine the exhibition and event space at 1725 Baronne Street into a nexus for new ideas, coalitions, and civic action on issues related to the built environment locally and beyond.

Blurring the lines between academia, community, and art & design, DEPART-MENT opens new pathways for the Small Center to expand on its 15-year body of work and build on existing partnerships to reach audiences previously out of its orbit. This is another step towards a New Orleans where every resident feels empowered to shape the places we live, work and play.

With each open call, DEPART-MENT will select a total of 4 proposals (2 for fall, 2 for spring) to participate in a semester-long residency to exhibit works and ideas, inspire dialogue around a common theme, and generate excitement about possibilities. By intentionally incorporating multiple perspectives, DEPART-MENT will cultivate space for a more diverse and holistic approach to being in dialogue with the built environment that can inform our collective work moving forward.

WHAT IS DEPART-MENT?

small.tulane.edu // @smallcenter.tulane // baronne@tulane.edu
1725 baronne street, new orleans, la 70113
The Albert and Tina Small Center for Collaborative Design is excited to open a call to Greater New Orleans university faculty/staff and artists to exhibit works (art, design, research, curatorial projects, etc.) and host programs at DEPART-MENT during a semester-long residency in our community exhibition and event space located at 1725 Baronne Street.

Through this call, we hope to explore links across disciplines and practices, cultivate and amplify collective knowledge, and build intentional networks of thinkers and doers working towards a vision of healthier and sustainable landscapes.

While we are the community design center for Tulane’s School of Architecture, proposals DO NOT need to relate to design, architecture, or the built environment to be considered.

DEPART-MENT will host 4 proposals – 2 during the fall semester, 2 during the spring. Each selected proposal will receive an honorarium of up to $1,500, with an additional $500 to support programming expenses.

Each selected proposal will commit to:
- curating an exhibition*
- hosting a “Lunch & Learn” style event
- organizing at least one additional public program

Kick-off and closing receptions will be organized in collaboration with Small Center team.

*We know that “exhibition” can conjure up traditional images of polished white-walled galleries and museums – while proposals that take this route are welcomed, we’re also interested in proposals that utilize DEPART-MENT to build up to an exhibition throughout the length of the semester. Our goal is not to only present polished ideas, but rather to hold space for ideas and installations to evolve via collaboration and ongoing dialogue.

If you’d like to talk through any proposal ideas or simply want to connect with the Small Center team, reach us at baronne@tulane.edu.
Proposal can be submitted via an online form found at small.tulane.edu and via the code above. Below are a few things you should expect to address in your submission:

**EXHIBITION AND PROGRAMMING STATEMENTS**

What are the themes/questions motivating your exhibition and programming ideas? How do you imagine inhabiting and activating DEPART-MENT? Will you be collaborating with others – for exhibited elements or programs? How does it relate to your current research, teaching, or creative practice? Do you have any online components? Do you have additional funding to support this effort?

How do you imagine engaging the public throughout your time at DEPART-MENT? What are the learning opportunities you’d like to explore or facilitate? How does programming interact with and/or help build on the physical exhibition/display of materials?

**SCHEDULE**

Indicate preference for fall or spring semester – proposals for dates beyond the 22-23 school year are welcomed. Provide a draft of dates for programs/events (lunch & learns, discussions, workshops, socials, etc.). Our team will help coordinate and execute openings and closing events and are happy to collaborate and ideate other possibilities.

**SELECT WORKS**

Share 2-3 examples of previous exhibited works and programs in a single PDF of no more than 10 pages (max 10MB).

**SELECTION**

Proposals will be reviewed by a panel of recent DEPART-MENT collaborators and supporters, Tulane School of Architecture students and staff, and the Small Center team.

**KEY DATES**

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<tr>
<th>Event</th>
<th>Dates</th>
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<tr>
<td>Call closes</td>
<td>Aug 26, 2022</td>
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<tr>
<td>Submissions reviewed</td>
<td>Aug 30, 2022</td>
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<tr>
<td>Selection emails go out</td>
<td>Aug 31, 2022</td>
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<tr>
<td>Fall install can begin</td>
<td>Sep 06, 2022</td>
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<tr>
<td>Spring install can begin</td>
<td>Jan 09, 2023</td>
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<tr>
<td>Kick-off Reception</td>
<td>Feb 10, 2023</td>
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<tr>
<td>Closing Reception (Proposed)</td>
<td>Apr 28, 2023</td>
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<tr>
<td>Kick-off Reception</td>
<td>Sep 30, 2022</td>
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<tr>
<td>Closing Reception (Proposed)</td>
<td>Dec 16, 2022</td>
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Who is eligible?
We’re seeking proposals from faculty and staff at universities and colleges in the New Orleans Metropolitan Area and New Orleans based artists (painters, photographers, writers, performers, musicians, etc.).

How many proposals will be selected?
We believe DEPART-MENT can serve as a bridge between academia and the local arts community and aim to select one artist-led and one academic-led proposal each semester. **2 per semester, 4 per academic year.**

What resources does Small Center offer?
- Honorarium up to $1,500 to support the exhibition and up to $500 to support programming.
- Planning support and resources for kick-off and closing events.
- 1,200 square feet of storefront space.
- Fabrication and Installation support.
- Communications and Documentation support.

What do you mean by ‘exhibition’?
DEPART-MENT is not a typical “white-wall gallery” environment – we encourage playful and scrappy explorations and emphasize process. If ‘exhibition’ feels like too large a scope – we recognize time, space, and resource constraints – think of it as a singular installation/piece! We also welcome proposals that intend to evolve and grow over time – using the exhibition as a means to refine ideas, not simply present them. See recent examples on pages 11-16.

What are operating hours?
Small Center is open 9-5 on weekdays, however events and programs often take place outside of these times. We will coordinate calendars to ensure required support is available.

What kind of proposals are you looking for?
All of them! Truthfully – we want to know what our peers are up to so that we can actively engage where appropriate, help connect dots where needed, and co-create new knowledge to catalyze and nurture landscapes that make tomorrow better. We’re looking for proposals that have invite curiosity and seek collaboration.
DEPARTMENT
storefront images
DEPARTMENT
floor plan & small center location

STOREFRONT

1725 BARONNE STREET, CENTRAL CITY/3RD WARD/UPTown
The Small Center is a space for community to gather around a shared belief that design should be leveraged as a tool in the fight for justice and equity. We believe that every resident of New Orleans has the right to be part of the conversations that shape our built environments.

What are the borders and openings that define our community?

Public Interest Design is about making space together. Including multiple perspectives while creating a vision is not just a benefit, it is a requirement for our work to move forward.

What perspectives are and should be informing the design of this space?

We believe it’s important to honor and celebrate the work of those that came before us and identify and support those who want to carry it forward. Past projects, experience, and research should serve as anchors and bridges that provide perspective and inspire new ways of knowing and doing.

Where do ideas and solutions that move us beyond what we see and know emerge?
CULTIVATE KNOWLEDGE

Cultivating and sharing knowledge is at the core of our work. We recognize knowledge can be expressed in many ways and exists beyond our scope of view.

We aim to create space where moments of exchange offer opportunities to find common ground and produce new knowledge.

How can we amplify our collective knowledge within and beyond the spaces we occupy?

BUILD NETWORKS

Part of our role is to serve as a conduit between partners, resources, and possibilities. We do this by zooming out and leaning on the skill sets of our interdisciplinary team and partners.

Building networks that center intentional collaboration means all entities contribute and benefit.

How might we leverage these networks to connect more to our selves, communities, and work?

VISION FUTURES

We work collaboratively to ensure broad participation in the development of a collective vision.

Working together to envision a project allows for big ideas to be tested against real needs and obstacles.

Let’s imagine a world where our vision has been actualized; what’s our next step?

The selection panel will use these guideposts as a basis for discussion and for scoring — allocating up to 5 points to a proposal for how it engages each guidepost.
Each proposal will be allocated a possible **50 points** across the following categories:

**Overall Proposal Idea: 10 points**
// How clear is the proposal? How does it welcome community? How does it utilize DEPART-MENT? Does it have the potential to inspire meaningful collaboration? Can it work well in conversation with other proposals?

**Topic Relevancy: 5 points**
// How does the proposal engage important themes in our communities?

**Work Samples: 5 points**
// Do previous work samples demonstrate capacity to execute proposal?

**Meets Guidepost: 30 points (5 points each)**
// How does the proposal welcome community, make space, explore links, cultivate knowledge, build networks, vision futures?

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**Sample rubric of a submission scoring a 23/30 (4, 3, 5, 4, 3, 4)**

Got questions, comments, concerns? **Email baronne@tulane.edu.**
LEGACY OF CENTRAL CITY

How can Central City history and culture – extending back to the cypress swamps of Bulbancha – inspire today’s youth? Civic Studio explored this question through an interactive art exhibition and cultural event series. Through artwork, artifacts, photography, and the guidance of elders and creators, people came together to explore how the Central City we know today came to be.

from top left (clockwise): swampscape installation with Mardi Gras Indian suit connects indigenous history with present-day culture; visitor reads about housing projects in Central City; Beading w/ Big Chief Beautiful workshop series; Mother’s Day Celebration event & dinner.
1938-1941: A regional plan for New Orleans is developed, involving the construction of new public housing projects and the renovation of existing ones.

1950s: Public housing projects are expanded, with new developments being built in various parts of the city. However, many of these projects face criticism for their living conditions and the impact on the surrounding communities.

1960s: The Housing Act of 1968 is passed, providing funding for the construction of more public housing units.

1970s: The Migration Development expands west of Canal Drive, incorporating an additional 861 families.

1980s: The Magnolia Development expands north of Canal Drive, creating 861 additional units.

1990s: The Housing Act of 1990 is passed, providing funding for the renovation of existing public housing units.

2000s: The Housing Act of 2000 is passed, funding the construction of new public housing units and the renovation of existing ones.

2010s: The Housing Act of 2010 is passed, funding the construction of new public housing units and the renovation of existing ones.

People think we are from the middle of nowhere, so they can take advantage of us. But we smart guys — we been studying this rap game. And we've worked harder than anyone just to earn the respect we got now.

- William Penn

Top: Details of archival event flyers and swampscape section
Middle: 4-sided display providing insight into what draining swampland entails
Bottom: Details of a display highlighting the housing projects of Central City
The Atmosphere of Space

A mixed media exploration of the built environment in Central City where visitors were able to engage with portraits and stories of residents and traditions, poetry and visuals from neighborhood artists, panel discussions, and writing workshops. All of which served as departure points for conversations about how our environments impact our perceptions and perspectives of self and others, how policies and professions shape possibilities, and how representation of architectural and planning ideas impact the ways in which we can collectively participate in the imagining work that goes into shaping the built environment.

from top left (clockwise): installation of altars and video by poet Sharita A. Sims; a snapshot of spiritual traditions and institutions in the neighborhood; interactive panorama of MLK Blvd; Scribe Tribe writing workshop; detail of altar.
top: Write on MLK, a panoramic photo of a 2-mile stretch of MLK Blvd highlighting redlining
middle: map of Central City churches with prompts that invite visitor contributions
bottom: details of altars by Sharita A. Sims
WATER ISN’T A GAME

Led by The Water Collaborative and Plan Dat., “Water Isn’t A Game” was a technology and art laboratory that explored how people learn and engage with stormwater management using games, technology, design thinking, and art. Specific elements included a VR game set in Central City that taught users about native plants while digitally “planting” them to reduce storm flooding, informative maps that shed light on how the city’s existing water infrastructure functions and current projects underway, and opportunities for visitors to interact via on-site portrait sessions, sensory installations, and collective brainstorms.

from top left (clockwise): Plant Dat VR game installation; portraits around memory with water, tactile installation of Bayou St. John textures; in progress map of food in the Bayou St. John neighborhood; interactive water infrastructure map
top: opening reception of Water Isn't A Game
middle: visitors reflecting on experiences with water and envisioning a better future (gold)
bottom: exhibit and program graphics
WHAT CONVERSATIONS ARE TAKING PLACE IN THE COMMUNITY THAT YOU BELIEVE WE SHOULD BE A PART OF?

WHAT IS NEEDED TO ENSURE MORE PEOPLE ARE INCLUDED AT THE TABLES WHERE DESIGN DECISIONS THAT AFFECT US ALL ARE BEING MADE?

WHAT TOPICS OR QUESTIONS WOULD YOU LIKE TO SEE US EXPLORE THROUGH OUR WORK?

WHAT WOULD YOU LIKE TO KNOW ABOUT THE BUILT ENVIRONMENT AND HOW CAN WE BEST SHARE THAT KNOWLEDGE WITH YOU?

IF YOU BELIEVE WE CAN WORK TOGETHER, DROP US A LINE OR COME BY OUR OFFICE FOR COFFEE OR TEA!

DO YOU HAVE A VISION FOR A BETTER NEW ORLEANS? A BETTER WORLD? HOW CAN WE BE HELPFUL IN DEVELOPING IT FURTHER?

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