



Image: 'Cosmonaute' by Stephane Halleux Photo: Muriel Thies

## SPECIAL EXHIBITION

# STEAMPUNK

An exhibition of designed objects in a new idiom inspired by the technology of the past.

13 October 2009 - 21 February 2010



'STEAMPUNK offers a melding of late 1800's aesthetic with scientific discovery and other-worldly technology. ... Today, the Steampunk movement is alive with artistic creation and ideas to bring "a world that never happened" into reality. Steampunk artists create an alternate world not bound by the modern millennial conventions of physics, science and convenience technology. Steampunk is another outlet for artists to build with their hands and their imaginations, just as the great innovators of the Industrial Revolution did.'

Doctor Grymm,  
one of the artists in the exhibition

For further information about this competition, please contact

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[www.mhs.ox.ac.uk/steampunk](http://www.mhs.ox.ac.uk/steampunk)



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Cover Image: 'Beholder with Slit pupil orange-yellow Reptile' by Daniel Pronk



# THE GREAT STEAMPUNK

## ART AND DESIGN COMPETITION

A secondary schools competition to celebrate the design style of **STEAMPUNK**

## ART & DESIGN COMPETITION

**A**s part of an international exhibition of Steampunk, curated by artist and designer Art Donovan at the Museum of the History of Science in Oxford, Art and D&T departments are invited to submit work for the following competition:

To design and make a practical device for today in the spirit of Steampunk (though it need not actually work).

## WHAT IS STEAMPUNK?

Steampunk artists design and make imaginative, contemporary objects - gadgets, ornament, jewellery, watches, toys, or anything you can imagine - using the aesthetics of Victorian technology.

For the work of the artists in the exhibition, see

[www.steampunkmuseumexhibition.blogspot.com](http://www.steampunkmuseumexhibition.blogspot.com)



Image: 'The Whole 9 Yards Goggles' by Dr. Grymm

## HOW TO ENTER

### THE DESIGN BRIEF

The final submission must consist of:

- ◆ An A3 design sheet with preliminary ideas.
- ◆ The 3D object  
(Size no larger than H30cm x W30cm x D30cm)
- ◆ The final object can be a 'makeover' using found objects, rather than a working model.

### RULES

- ◆ Entries must be submitted through schools.
- ◆ The competition is open to KS3 & 4 students.
- ◆ Only one submission per candidate: a maximum of 10 entries from any school.
- ◆ Entries must be delivered to Museum of the History of Science Broad Street, Oxford OX1 3AZ between 26th and 29th January 2010 during normal opening hours 12-5pm. The deadline is 5pm, Friday 29th January 2010

## PRIZES

### THE WINNER

- ◆ A cash prize of £100 or art and book tokens to the same value

### RUNNERS UP

- ◆ 3 runners up will all receive art tokens to the value of £50

### ALL PRIZE-WINNERS

- ◆ The school and student's name displayed in a special exhibition.
- ◆ Publicity arranged by the Museum.
- ◆ Certificates with a photograph of their submission.
- ◆ The judging panel will select an exhibition of entries in the Museum's public galleries.
- ◆ Teachers and competitors will be invited to a special Steampunk Award Ceremony.

Image: 'Mechanical No.6' by Eric Frietas

## ENTRY FORM

Student Name \_\_\_\_\_  
Year /Age \_\_\_\_\_

Name of School \_\_\_\_\_  
Name of Teacher \_\_\_\_\_  
Address \_\_\_\_\_  
Postcode \_\_\_\_\_

Contact Number \_\_\_\_\_  
Email \_\_\_\_\_

### SUBMISSION

Title \_\_\_\_\_  
Size \_\_\_\_\_

### CHECKLIST

- A3 design sheet with Entry Form attached
- The 3D object with Submission Label attached  
(Size no larger than H30cm x W30cm x D30cm)

Date of Submission \_\_\_\_\_

Please submit your entry between 12 and 5 pm any day between Tuesday 26th and Friday 29th January 2010. The Museum will not accept late entries.

## THE GREAT STEAMPUNK ART & DESIGN COMPETITION

### SUBMISSION LABEL

Title \_\_\_\_\_

Student Name \_\_\_\_\_

Name of School \_\_\_\_\_

Please attach this label to the 3D object.