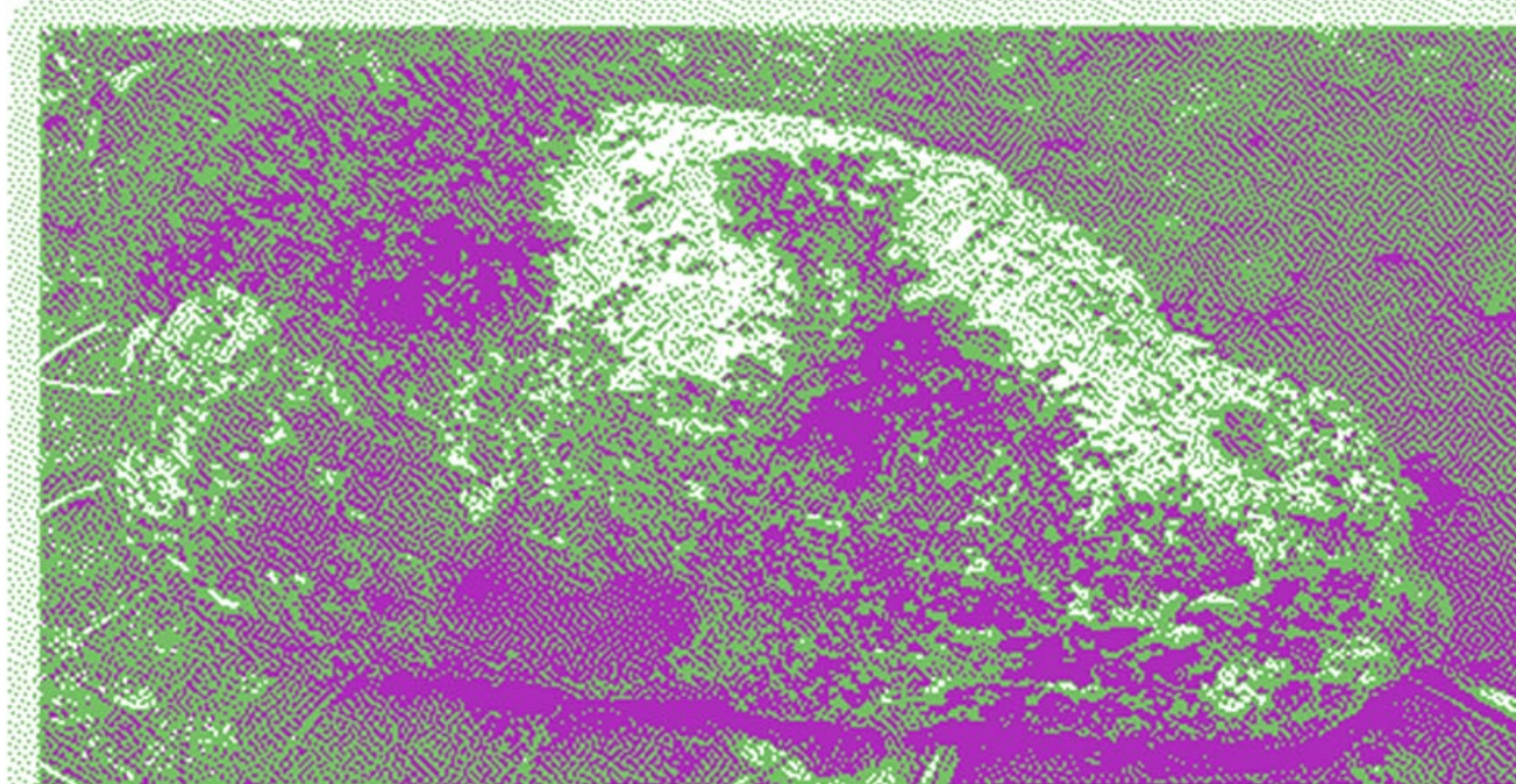




ABOUT



Renewable Art games Residency is an artist residency focused on low-carbon digital design methods and new modes for sustainability-focused creation practices. The first iteration took place over 2 weeks in August 2023. Three participants each had their own site powered by solar energy.

To avoid the biggest carbon cost of flying associated with most artist residencies, we instead used a distributed model, selecting local individual off-grid residency sites; two in Ontario, one in British Columbia. We agreed on a time to check in using voice, text or telephone chat on Discord each day to share our progress, and stayed loosely connected at other times by sharing stuff asynchronously.



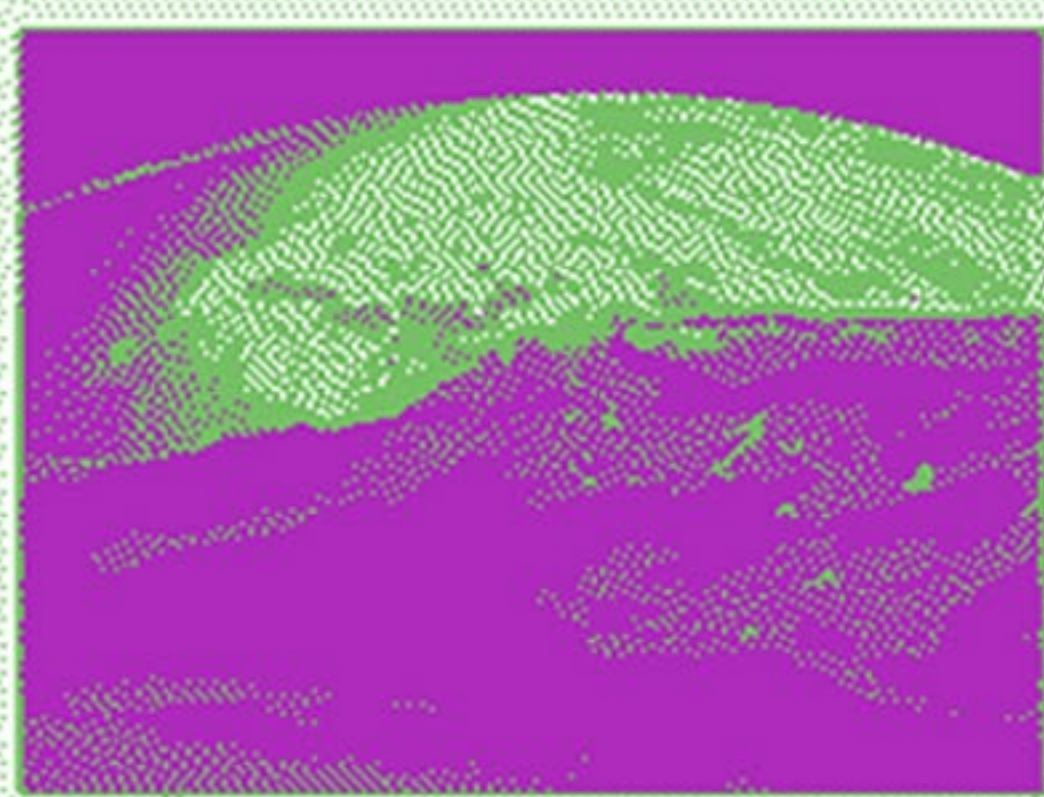
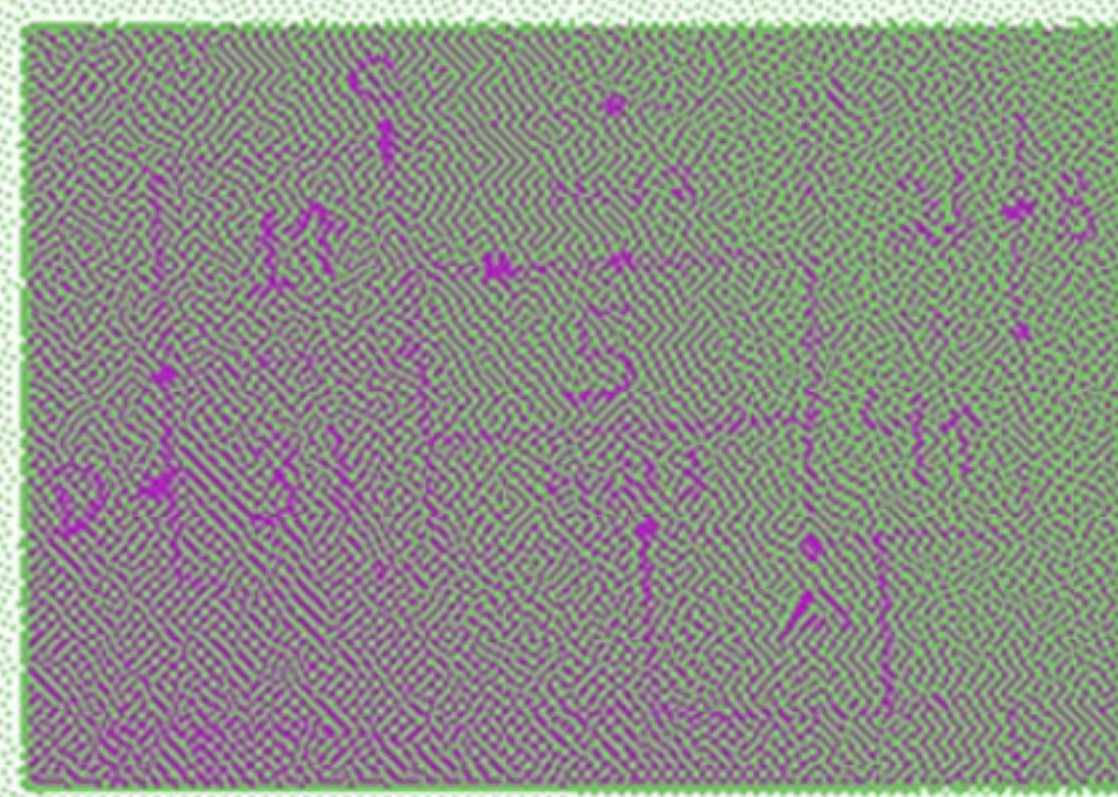
WHERE

EQUIPMENT



We provided each participant with a solar generator. Two used the EcoFlow RIVER 2 generator with a 220W panel, and the other used a Rocksolar 60W generator. These readily powered our phones and laptops for the duration of the residency, even with ongoing wildfire smoke and storm issues. One participant further reduced carbon costs by reviving an old laptop.

Rather than require a finished product at the end of the residency, we wanted to make sure we approached working from a personally sustainable perspective. This was particularly important because what it means to engage in ethical, sustainable practice differs from site to site, and from artist to artist. We encouraged participants to work on what they wanted – a new project, the continuation of an existing project – and to explore self-directed engagements with sustainability that aligned with their own ethics and practice.



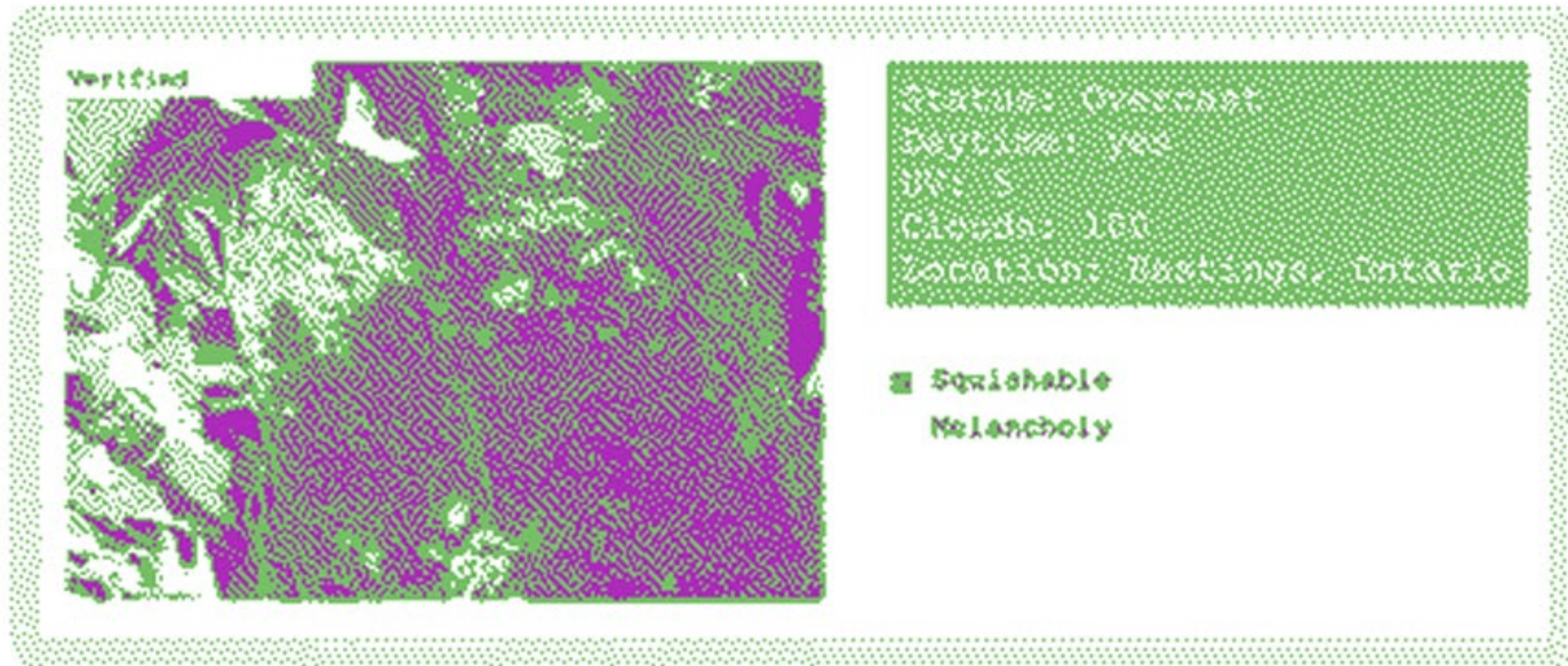
GAMES

PROCESS



It took a few days to get into the rhythm of the residency, solar-powered and solo. We followed the sun around, enjoying the portability of the solar power station. There were many failures along the way, but most were instructive, and highlighted what we take for granted as art game makers.

All participants wanted a longer stay to be able to get into a better routine. Engaging in a different way of working needs to involve time to adapt to a new way to work. There may be no cell service or internet service, so connecting the sites was spotty, and software services a pain. The constraints of working off-grid were different site to site, but oriented everyone towards a slower, more mindful use of resources. Insights and outcomes were deeply individual, which makes sense, given the diversity and locations of the participant artists.



LEARNING

NEXT



We want to run another RAR, with more people and for a longer time period. Let's create a community of practice around sustainable art game gamemaking!