

DIGITAL ART DISTRIBUTION

Research Internship LIMA 2019-20

Over 2019 and 2020, [LIMA](#) is exploring the current state and future of digital art distribution. The project aims to map the state of digital art distribution on an international level, investigating, analysing and assessing models: their basic (technological) modes of distribution but also the financial business models attached that are being used for video art, software-based installations, net art and live performance, now and those that might arrive in the future. This, for example, includes exploring the use of VoD platforms, thinking about “the festival” or “production” for installations, or what we can learn from looking to other industries and disciplines. What are the best practices and most exciting models we can look towards for inspiration, and what can we learn from those that have been less successful?

In particular, the research thinks through different kinds of digital artworks, asking what are the different purposes of distribution for these works, for what kinds of presentation contexts, what kinds of issues/challenges are faced and what kinds of efforts or strategies arise to tackle them?

The project aims to put distribution on the map. To not only illustrate the important and unique work that distributors do, and the necessary contribution distribution offers as an economic and presentation model to art’s ecosystem, but to also showcase the position LIMA holds in the Netherlands and abroad as one of the foremost distributors of video and digital art.

Research Internship

You will be in charge of mapping the current state of digital art distribution and investigating, analysing and assessing current and possible future distribution models being used for video art, software-based installations, net art and live performance on an international level. You will conduct extensive research into the various digital art distribution models used by different arts organisations, online platforms (such as VoD) and industries or businesses that can be learned from (e.g. online music distribution platforms). You’ll investigate and analyse not only their basic (technological) modes of distribution but also the financial business models attached. What are the best and most exciting models we can look towards for inspiration, and what can we learn from those that have been less successful?

Your research might begin at your desk, but will largely take place through connecting with and interviewing different players in the field to understand their methods of digital art distribution: what works, what doesn’t work, what can be improved, and what we can learn from their experiences, etc.

The results will take the shape of a research paper in which you map the current state and possible future of the field of digital art distribution and through your analysis and synthesis of these models, offer key learnings from the research. Your research project will be published on LIMA’s website and shared with its network through various channels. You also will be involved in organising one or more roundtable discussions on the subject.

You will work with and be supervised by LIMA director Gaby Wijers and project coordinator Rachel Somers Miles, and will also work with LIMA’s head of distribution Theus Zwakhals.

Ideally you are a student or recent graduate of programmes that focus on Arts & Administration, Arts & Commerce or a research programme focused on the landscape of Media Art.

Start date: September 2019, either 3 months full time or 6 months part time. You are not required to be on site at LIMA for all days.

Please send your **CV** and a **cover letter** to gabywijers@li-ma.nl no later than **Wednesday, August 7**. If you have any questions, please don’t hesitate to contact Gaby before sending in your application material.