



THE MYTHOS CHALLENGE

BRINGING TOGETHER WORLD TRADITIONS AND NEW TECHNOLOGIES

The Mythos Challenge is divided into three parts:
Game Competition, Youth Council, and Workshop Series

1 GAME COMPETITION

Youth are invited to create a digital interactive story, game, or mobile app inspired by mythology, oral histories, world traditions and the Museum's special exhibition *Gods and Heroes: Masterpieces of the Ecole des Beaux-Arts, Paris*. Winning entries will be played in the exhibition and eligible for awards totaling \$5,000 (see opposite side of this document).

2 YOUTH COUNCIL

Youth leadership and governance is central to The Mythos Challenge. Youth near Multnomah County will shape the Challenge's direction by establishing bylaws, working with other youth and community partners, and creating museum events and exhibitions (please contact us directly on how to participate).

3 WORKSHOP SERIES

The Workshop Series brings together local STEM organizations. Mentors from these organizations will offer workshops in their personal areas of expertise, including copyright, digital storytelling, game theory, and app design. Through these workshops, youth can earn interest-driven badges, in topics which they determine most relevant to their Mythos project.

For more information please contact

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About *Gods and Heroes: Masterpieces from the École des Beaux-Arts, Paris*

Gods and Heroes explores epic themes such as courage, sacrifice, and death, as well as the changing political and philosophical systems that affected the choice and execution of these subjects. The epic deeds of gods and heroes, enshrined in the Bible and the works of Homer, were the primary narratives from which both aspiring and established academicians drew their inspiration. This rich overview of masterpieces from the École des Beaux-Arts—the original school of fine arts in Paris and a repository for work by Europe's most renowned artists since the seventeenth century—will include approximately 140 paintings, sculptures, and works on paper dating from antiquity through the nineteenth century. On view June 13 – September 13, 2015.



THIS PAGE, details: Michel-Martin Drolling, *The Wrath of Achilles*, 1810, Oil on canvas, 44 1/2 x 57 1/2 in., École des Beaux-Arts, Paris (PRP 48); Pierre-Charles Jombert, *Apollo and Diana Killing the Children of Niobe*, 1772, Oil on canvas, École des Beaux-Arts, Paris (PRP 17). OPPOSITE, detail: Jacques-Louis David, *Erastriatus Discovers the Cause of Antiochus's Disease*, 1774, Oil on canvas, École des Beaux-Arts, Paris (PRP 18). All images courtesy American Federation of Arts.



ABOUT THE GAME COMPETITION

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CATEGORIES

Digital Interactive Storytelling: Create a digital story that encourages users to make new stories inspired by the *Gods and Heroes* exhibition. User-generated content can take analog form, but the story itself must be accessible digitally and fully interactive.

Games: Create a game that can be played in the *Gods and Heroes* exhibition. Digital games are preferred. Board and card games are welcome, but must be durable and include enough extra materials to last the duration of the 3 month exhibition.

Apps: Create a mobile app to interact with the *Gods and Heroes* exhibition in new ways. The app must be accessible on a tablet or smart phone and use the Museum's WIFI network. Special emphasis is placed on projects which invite or support user-generated content.

HOW TO ENTER

- Register your team at GameEducationPDX.com/mythos-challenge
- Choose from one of the three entry categories: Digital Storytelling, Games, or Apps (Registration opens January 8th and closes May 12, 2015)

REQUIREMENTS

- Entries must be submitted by May 15, 2015
- Entrants must be age 18 and under and have an adult sponsor
- Entrants can work alone or as a team
- Entrants must document original work and cite source material
- Entrants may use any software or medium to create their story, game, or app
- Entrants must make the entry accessible online either through a website or repository such as GitHub or Subversion
- If selected as a Finalist, entrants must test their entry at the Museum by June 12, 2015
- If selected as a Finalist, entrants must attend the Opening Gala on June 25, 2015
- If selected as monetary award winner, entrants must attend the Awards Ceremony in August 2015
- Participants are encouraged to participate in the Workshop Series either online or in person while developing their projects

DISCLAIMER

Entries must comply with copyright laws for educational, non-commercial use.

