

# GOAL EVERYONE MATTERS

[www.gemprojectdayton.org](http://www.gemprojectdayton.org)

## **GEM Art Contest for Suicide Prevention 2024-25 Guidelines**

### **Purpose:**

The GEM Project Dayton Art Contest is for students grades 6 - 12 interested in using their creativity to convey an impactful message to those who may be struggling with their mental health, such as but not limited to depression, anxiety, or addiction to alcohol, drugs, vapes, screens, social media, video games, etc.

### **Eligibility:**

1. Participating students must live in the Greater Dayton region (Montgomery and its surrounding counties).
2. Artwork must follow all rules stated below.

### **Rules:**

1. Artwork must be original and completed solely by the entrant. AI-generated artwork is not allowed.
2. Artwork must be 2-D.
3. Artwork should send an impactful message that prompts conversation with its viewers or encourages those who struggle with their mental health to reach out for help.
4. Entrants must submit an artist's statement that includes the message they want to give to the viewer, their reasons for entering the contest, and/or any other information they want to share about their submission.
5. Artwork may be oriented in landscape or portrait format.
6. GEM Project Dayton has the sole right to refuse submissions based on poor quality of the image, personal/identifying markers on the artwork (like signatures or school mascots), failure to meet contest requirements, poor craftsmanship, inappropriateness of content, and/or concerns regarding copyright infringement in the original work.
7. Entries are limited to one per person.
8. Submissions must be visible, clear, and in focus; submitted in high res JPEG format; and feature only the artwork with no superfluous background or people in the image or hands or clips holding the artwork.
9. Submissions must be made through the website: [gemprojectdayton.org](http://gemprojectdayton.org)

## Judging:

Artwork submitted to the contest will be judged by the following criteria with scoring guidelines detailed in the rubric:

- Artist's Statement
- Relevance to Theme
- Impact
- Creativity
- Design & Craftmanship

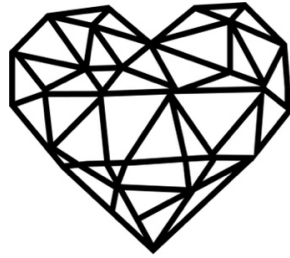
## Awards:

1. The winners of the contest will be rewarded with cash prizes ranging from \$50 to \$1,000.
2. The top awards will be based on scores in five categories defined in the contest rubric.
3. Entrants can win only one cash prize per calendar year.
4. All participating schools will have at least one award winner.
5. All accepted artwork that meets all contest criteria for submission will be eligible for use in suicide prevention materials and presentations.

## Other Information:

1. We will launch the contest on World Mental Health Awareness Day, October 10, 2024.
2. By submitting artwork to this contest, you (and your parent if you are under 18 years of age) are agreeing with the GEM Project Dayton's Terms & Conditions.
3. All artwork submitted to the contest will be used by GEM Project Dayton for marketing, promotional, educational, and display purposes at the discretion of GEM Project Dayton.
4. All artists give up the rights of any submissions to the contest to the GEM Project Dayton.
5. Deadline for submissions: **January 8, 2025**.
6. **Award ceremony will be held on February 23, 2025, at 1:00 p.m.** Participants must be present to accept awards.





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Categories	Exceeds 14 - 20 points	Meets 8 - 13 points	Emerging 0 - 7 points
<b>Artist's Statement</b>	Illustrates the contest theme clearly and directly reflects the ideas in the imagery	Illustrates the contest theme somewhat and/or reflects some ideas in the imagery	Illustrates an idea different from the contest theme or does not align with the imagery submitted
<b>Relevance to Theme</b>	Shows a full understanding of the contest theme and guidelines	Shows a partial understanding of the contest theme and guidelines	Shows a lack of understanding of the contest theme; imagery may confuse or frighten the viewer
<b>Impact</b>	Creates a strong impact and encourages conversation about mental health, addiction, or suicide	Creates a slight impact and partially encourages conversation about mental health, addiction, or suicide	Lacks impact and does not encourage conversation about mental health, addiction, or suicide
<b>Creativity</b>	Uses unique, imaginative imagery AND has innovative combinations or formations with the art media	Uses somewhat unique imagery and has an interesting formation with the art media	Uses common imagery and nothing unique in the formation of the art media
<b>Design/ Craftsmanship</b>	Shows imagery that is well-planned and executed; fills the space effectively with excellent balance of art elements (color, linework, form, shape, space); exhibits outstanding craftsmanship	Shows imagery with average design skills; fills the space adequately; exhibits average craftsmanship	Shows inattention to the finished design; exhibits below average craftsmanship

**IMPORTANT: Entries must NOT include signatures, mascots, or other identifying markers to allow for anonymous judging.**