

Bio

Agnes Chavez is a multi-disciplinary artist and edupreneur, working at the intersection of art, science, technology and culture. She has exhibited her art, nationally and internationally since 1986. In 1996 she created a unique teaching system and business called Sube Learning Language thru Art, Music & Games, which she still manages today. She started the STEMARTS project in 2009 with seed money from LANL with the vision of bringing new media artists into the STEM equation to engage culturally and linguistically diverse students, and students with diverse learning modalities. She was contracted by 516 Arts as Education Program Director for ISEA2012 to design the education day programming and to create a STEMArts curriculum for the event. This collaboration provided the springboard for the Sube 2.0 content delivery system which was under development, and has now evolved into a web-based platform that integrates art, science and technology using the creative design process as the focal point. She was invited to exhibit her latest art piece, (x)trees, at the Albuquerque Museum for ISEA2012. (x)trees are algorithmic drawings generated from text and twitter messages projected in real time on to buildings and walls.

Education

Associate Degree in Art, Miami Dade Community College 1980
Bachelor Degree of Fine Art, California College of Arts and Crafts, 1984
Holgraphy Internship, N.Y. Holographic Laboratories, 1986
Artist-in-residency, Highlands University, 1995

Awards

2012 New Mexico Technology Council Women in Technology Award
2007 Ms. Foundation Grant Award \$2500
2007 Kids First! Coalition for Quality Children's Media Endorsement for Sing, Watch, Learn Spanish DVD
2007 Prospering Business Award, NMSBDC Network (New Mexico Small Business Development Center)
2006 Prize for Social Responsibility: For the initiative Digital Storytelling Empowerment Through Personal Expression, INEAM (Institute of Advanced Studies of the organization of American States)
2005 Entrepreneur of the Year, PNM/Wesst Corp \$1000
2005 New Mexico Enterprise Development recognition award
2004 Ana Maria Arias Memorial Business Fund award, LatinaStyle/Wells Fargo \$5000

Major Art Exhibitions

2012 Invited Artist, ISEA2012, Albuquerque Museum, N.M
2011 Impa Factory and Cultural center, Buenos Aires, Argentina, (x)tree projection
2010 Lighting of Ledoux, Video Projection of (x)tree, Taos N.M
2009 Cafe Loka, One person installation, Taos, N.M.
1999 Drawing Perspectives, Three-person Show, Harwood Museum, Taos, N.M.
1998 Contemporary Hispanic Art, Capitol Building, Santa Fe, N.M
1997 Rio Grande Siggraph Expo, Albuquerque Convention, Alb., N.M
1996 Light Forms; Jungle Rhythms, Millicent Rogers Museum, Taos, NM, Highlands University, Vegas, NM
1995 Three-person Exhibit, Guadalupe Cultural Arts, San Antonio, TX
1994 El Mundo del Arte de Nuevo, Salon Guadalajara, Mexico
1993 Taos Moderns in Carlsbad, Carlsbad Museum, Carlsbad, N.M
1992 New Paradigms for a Virtual Reality, Metro-State Center For Visual Arts. Denver, CO.

Conference Lectures, Workshops and Special Projects

2007-11 ABS ELT conference, **Bueno Aires Argentina**
2005 NABE conference (National association for bilingual education), San Antonio, TX
2005 TESOL conference (Teachers of English to speakers of other languages), San Antonio, TX
Presentation; Scaffolding with multisensory games; developing oral language skills
2002 La Cosecha conference, Tamaya, New Mexico,
Presentation: Globalize your language program!
2000-03 NMABE (New Mexico Association for Bilingual Education), Albuquerque Convention Center, N.M.,
Presentation: SUBE, A multimedia approach to language learning
2002 State Learning conference, University of New Mexico, Albuquerque, N.M.,
Presentation: Subconnects; Expanding your language program into the community

Collaborative Projects

Current: Developing STEMLAB Challenge: Envision the next 70 years of discovery at LANL

LANL CPO Collaboration

LANL CPO has contracted Agnes Chavez to develop a web based STEM competition for Northern New Mexico Middle and High schools in honor of LANL's 70th anniversary. This website will combine elements from the STEMArts curriculum developed through the ISEA2012 project.

2012: ISEA2012 Education Program Director

Intel and 516 Arts/ISEA2012 Collaboration

516 Arts contracted Agnes Chavez to bring the STEMArts approach to the Education Day of the International Symposium of Electronic Arts (ISEA2012). Through this partnership, Chavez coordinated the keynote speakers, designed a Visiting Artist program, a STEMArts Competition, and released the ground breaking Sube 2.0 content delivery system for the ISEA2012 curriculum. See www.stemarts.com/isea2012.

2009: Founded STEMArts; Creative solutions for integrating new media arts and the sciences in schools and communities

Division of Sube, Inc with seed money from Los Alamos National Laboratories

The STEMArts mission is to explore an integral approach to teaching/learning that encourages a collaborative exchange between the arts and the STEM subjects. STEMArts began with a pilot program at Taos Academy which brought artists into the schools to create art that incorporated STEM concepts. It has been researching a content delivery system using web 2.0 tools to deliver STEMArts and Sube 2.0 teaching strategies. See www.stemarts.com

2009: Started the (x)tree project

An art series that combines video mapping and data visualization to create immersive and participatory environments that explore our relationship to nature, science and technology. See www.xtreeproject.com

2006: Developed an online Digital Storytelling curriculum for Target/Scholastic

Target/Scholastic in partnership with National Hispanic Cultural Center

Awarded the project of creating a free online version of the Digital Storytelling curriculum that was developed over the years teaching the workshops. See <http://www.scholastic.com/dreamincolor/digitalstorytelling>

2002: Started the Digital Storytelling Project to preserve oral histories and cultural diversity

LDP/National Hispanic Cultural Center (NHCC) and Bureau of Land Management (BLM) collaboration

The SubeConnects project evolved into the Digital Storytelling Project. Agnes Chavez discovered the new medium of Digital Storytelling. A 3-4 minute video clip that incorporates snapshots, music, video and the spoken word to create a powerful personal story, told by ordinary people. With the continued support of the NHCC and the BLM, provides workshops on making a digital story, to people with little or no computer experience, and with a focus on rural and/or low-income communities. The purpose of this project was to empower people to tell their stories, preserve oral histories, and provide technical training that they can apply in other areas of their lives.

1999-2002: Started an internet cultural exchange program between US and Spain/Mexico

LDP/National Hispanic Cultural Center (NHCC) and Bureau of Land Management (BLM) collaboration

Created an internet cultural exchange program called SubeConnects. This project connected elementary classrooms between the U.S. and Spain/Mexico via a web-based curriculum to provide opportunities for real world exchange and dialogue between children. Forged a partnership with the NHCC and the BLM to develop the web site, provide technical training and support the exchange.

1998: Designed a "digital gameboard" to preserve language and culture through new media

LDP/Sandia National Laboratories collaboration 2003

Designed a 'Monitor Gameboard' concept as an adjunct to the language learning program in partnership with the Sandia National Laboratories and the Small Business Development Center. This project was never completed.

1996: Created a multisensory curriculum to teach languages to children

Formed Sube, Inc. in 1996 which develops and markets a unique model to teach a second language to children K-5 through a multisensory approach based on Howard Gardner's Multiple Intelligence Theory and other communicative language approaches. The program is called SUBE Language Learning thru Art, Music and Games, and continues to gain national and international recognition today.