The Henry Armero Memorial Award for Inclusive Creativity

Henry Armero: March 2, 1993 - December 7, 2012
In loving memory of a brilliant mind and a creative soul who will be sorely missed by all who knew and loved him.

Born in Madrid, Spain, Henry grew up in Spain, Mexico City and Greenwich, Connecticut. He graduated from Greenwich High School in 2011 where he was a member of the State Champion Math Team and was the co-founder of the Fictional World History Club. Henry received the Peter Church Memorial Award for Creativity in Math and Science.

Henry studied Computer Science and Art in the BCSA program at Carnegie Mellon University. He had interned at Nvidia Corporation in Silicon Valley and had accepted a position at Dropbox in San Francisco for Summer 2013. Henry’s academic talents and creative aesthetic pushed him to create works that brought people together. In the fall of 2012, Henry was the recipient of an arts grant to create a smartphone app which he called Audiyou and Me, with which groups of people would create music by wirelessly linking their smart phones to a central hub equipped with large speakers. Other projects Henry created included games, videos and installations; most memorably a two-person, 8-bit video game based on Shakespeare’s The Winter’s Tale, and a recreation of the Goya etching The Sleep of Reason Produces Monsters as an animation on a whiteboard.

In addition to being a brilliant student whose teachers described his math proofs as works of art, Henry was an avid reader and supremely talented computer programmer, gamer, artist and musician. It was clear to all who knew him that his mind worked on a different level than anybody else's. Yet his joie de vivre and unique sense of humor allowed him to connect and be loved by everyone from 8 to 80.

The world has lost a larger than life character who promised so much and was loved and admired by all. The Armero Family has established the Henry Armero Memorial Award Fund to honor and further Henry’s creative ideals. A $2,500 award will be granted annually through a project-focused application process. The winner will be selected by a jury of representatives from the BXA Intercollege Degree Programs, the School of Art, and the School of Computer Science.

On behalf of the College of Fine Arts and the BXA Intercollege Degree Programs, we wish to thank the Armero family, their friends and Dropbox for their generous gifts in establishing the Henry Armero Memorial Award.
Armero Award Guidelines

Mission
The Henry Armero Memorial Award will reward student projects with a focus on creativity, eclecticism, individuality, and inclusiveness. We encourage projects that involve collaboration in their production, especially across disciplines, and that encourage audience interaction. Henry’s own work contained as much joy as innovation, and the projects supported by the Award should also try to evoke delight and surprise. They should also cultivate on- and off-line community. Projects can take any form—from traditional 2D or 3D art objects to performances, digital art, or unexpected combinations of media—as long as they engage with the spirit of the award.

2016-2017 Schedule

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>September 1, 2016</td>
<td>Application available online</td>
</tr>
<tr>
<td>September 30, 2016</td>
<td>Family Weekend: 2015-2016 Henry Armero Memorial Award winner presentation Fri, September 30, 3:30pm – 5:00pm at the Miller Gallery</td>
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<tr>
<td>December 1, 2016</td>
<td>Application submission deadline</td>
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<tr>
<td>December 21, 2016</td>
<td>Award winner announced</td>
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<tr>
<td>September 2017</td>
<td>Family Weekend: 2016-2017 Henry Armero Memorial Award winner presentation</td>
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Eligibility
The Henry Armero Memorial Award is open to undergraduate students in their junior or senior year who are enrolled in the BXA Intercollege Degree Programs, the School of Art, or the School of Computer Science. Attendance of the award winner(s) is required at the Henry Armero Memorial Award winner presentation during Family Weekend 2017. Awardees are expected to give a 10-15 minute oral/visual presentation of their final project. For graduating seniors, any travel expenses incurred returning to campus are the responsibility of the award winner(s). The Award may be used to support senior projects or capstones. Applicants are welcome to discuss their proposals with Stephanie Murray before applying.

Selection Criteria
A jury consisting of faculty and administrators from the BXA Intercollege Degree Programs, the School of Art, and the School of Computer Science will select the winning candidate based on the following criteria:

- Projects should promote collaboration and community
- Projects should be innovative and creative
- Projects should be of a size and scope that can be completed during the duration of the award
- Projects should use skills students have developed while studying art or computer science, or both
Armero Award Guidelines

Project Proposal Criteria

Applicants should prepare a project proposal detailing how the project meets the mission of the Henry Armero Memorial Award. Proposals should be no longer than 1,000 words and must clearly explain the project. At minimum, proposals should include a purpose, research objectives, methods, project timeline (project time period is December 21 – August 1), and a detailed budget for materials ($2,500). Supplemental materials giving evidence of skills to complete project are encouraged. Consider the following in writing your project proposal:

Abstract

• What is the final object of this project? What does it look like and what does it do?
• What are you trying to achieve and why is it important?
• What is your vision for the final project?

Background

• How does this project or program relate to your prior research or projects?
• What are the sources of inspiration for this project?

Impact

• What will this project offer to the CMU community?
• How do you see the project affecting your future?
Submission Instructions

Please include the following information on a cover page included with your project proposal:

Contact Information

- Name
- Email Address
- Permanent Address
  - City, State, Postal Code
- Local Address
  - City, State, Postal Code
- Local or Mobile Phone

Academic Information

- Current Year in School
- School (BXA Intercollege Degree Programs, School of Art, or School of Computer Science)

Submission Deadline: December 1, 2016 at 5:00pm

The cover page, project proposal, project timeline, and budget are to be submitted in one file as a pdf. Supplemental materials are to be submitted as separate files—pdf’s or mp3’s. Combine all files into one compressed (zipped) archive and email to msmurray@andrew.cmu.edu with “HA Award Application-[Your Last Name]” in the subject line. You will receive an email confirming receipt of your submission within one business day. Direct any questions to Stephanie Murray at 412-268-1745 or by email.