

## **ARLIS/NA + VRA 3<sup>rd</sup> Joint Conference 2016, Seattle – Conference Session**

### **Crowdsourcing Contemporary Art: The D. James Dee Archive**

This interactive, BYOD (bring your own device) session will provide the opportunity for attendees to participate in an exciting project with enormous potential for collaborative contemporary art research. Artstor has developed gamified crowdsourcing software called Arcades that is currently being used to catalog an enormous collection of contemporary art images, the D. James Dee Archive. After an introductory presentation and demo on using Arcades by Ian McDermott, participants will use the software and provide feedback over the course of this free flowing, 60 minute un-conference-style session. Acquired in 2013, the D. James Dee Archive comprises over 150,000 images of contemporary art exhibited in New York City from the 1970s until 2013, and includes Jean-Michel Basquiat, Elizabeth Murray, Robert Gober, Claes Oldenberg, Hannah Wilke, and Jasper Johns. Many of the works depicted have entered private collections or are otherwise unavailable to the public, making the Dee Archive a crucial resource for contemporary art historians. However, it will “take a village” to catalog and make the Dee Archive available for research. The knowledge of visual resources curators, librarians, art historians, artists, curators, and students is essential to the success of this endeavor. In keeping with the conference theme, this active session will highlight the natural connections and shared values between VRA and ARLIS/NA members.

#### **Speakers**

Ian McDermott, Collection Development Manager, Artstor

Sarah Osborne Bender, Visual Resources Curator, American University