

AGNES CHAVEZ

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www.agneschavez.com

Bio

[Agnes Chavez](#) is an interdisciplinary artist, educator, and social entrepreneur. She is the founder and developer of the [SUBE](#), Teach Language thru Art, Music & Games program, now in its 24th year. In 2009 she founded the [STEMArts Lab](#) which partners with new media artists and schools to research and develop 21st century tools and learning opportunities as part of new media art festivals, school programs and community events. She has developed art-based curricula and STEAM programs for Scholastic, 516 Arts and [Los Alamos National Laboratory](#), as well as for the [ISEA2012 electronic arts](#) festival in 2012. She is co-founder of The PASEO outdoor participatory art festival in Taos New Mexico and designs the STEMArts youth program for the festival. She has won numerous awards for her sci-art projects including the renowned “Educational Innovation in the Americas” (INELAM) award in 2006, and the [New Mexico Women in Technology Award](#) in 2011. In her art, Chavez experiments with data visualization, sound and projection art to create participatory experiences that explore our relationship with nature and technology. In 2015 she participated in a research stay at CERN which resulted in an installation called Origination Point that was presented at the Havana Biennial 2015. She recently completed [Fluidic Data](#), a design for a collaborative permanent installation at CERN which visualizes data from the Large Hadron Collider. Her services include participatory art installations, STEAM program design and international talks to inspire and inform on the power of sci-art and STEAM initiatives.

EDUCATION

Bachelor Degree of Fine Art, California College of Arts and Crafts, 1984
Associate Degree in Art, Miami Dade Community College 1980

AWARDS

- 2012 NEW MEXICO WOMEN IN TECHNOLOGY AWARD, ALBUQUERQUE, NM
- 2007 Ms. Foundation Grant Award \$2500
- 2007 Kids First! Coalition for Quality Children’s Media Endorsement, Sing, Watch, Learn Spanish DVD
- 2008 Prospering Business Award, NMSBDC Network (New Mexico Small Business Development)
- 2006 INELAM Awards: Educational Portal of the Americas: 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

SYNERGISTIC ACTIVITIES

- Co-Founded [The PASEO](#), an outdoor participatory art festival in Taos New Mexico whose mission is to transform community through art and art through community. www.paseoproject.org, 2014
- Served as Americorps VISTA on a STEAM initiative with Andrea Polli and the [Social Media Workgroup](#) NM, 2015-17
- Partnership with the Taos Land Trust to create a [BioSTEAM project](#) which combines STEAM with environmental education to connect students with nature, 2018

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RELEVANT ART EXHIBITIONS

- 2019: 516 ARTS, SPECIES IN PERIL ALONG THE RIO GRANDE, COMMISSION, BIOTA INSTALLATION, ABU, NM
- 2018: BIOTA, SPECIES IN PERIL ALONG THE RIO GRANDE, 516ARTS, ABQ, NM
- 2017: GDLUZ LIGHT FESTIVAL, (X)TREES PROJECTION, GUADALAJARA, MEXICO
- 2016: Harwood Museum of Art, One-person immersive installation, Origination Point, Taos, NM
- 2015: 12th Havana Biennial, Origination Point installation and youth workshop, Havana Cuba
- 2014: The PASEO Art Festival, (X)TREES PROJECTION, Taos, NM
- 2012: Albuquerque Museum of Art: ISEA2012 MACHINE WILDERNESS: Invited, NM
- 1997: Contemporary Hispanic Art, Capitol Building, Santa Fe, NM
- 1994: El Mundo del Arte de Nuevo, Guadalupe Cultural Arts, San Antonio, TX

RESIDENCIES

- 2015: SANTA FE ART INSTITUTE, [IMMIGRATION/EMIGRATION RESIDENCY](#), 2015/2016
- 2015: ATLAS@CERN, [Sci-Art Research Stay](#), 2015

CONFERENCE LECTURES AND WORKSHOPS

- 2020 STEAMPATHY: USING ART, SCIENCE & TECHNOLOGY TO BUILD EMPATHY, SANTA FE PUBLIC SCHOOL PD
- 2019 UNIVERSITY OF LISBON, SAP LAB, SCI-ART PRESENTATION (SCIENCE. ART. PHILOSOPHY), 2019
- 2019 WORKSHOP PRESENTER, PUBLIC ENGAGEMENT WITH CRIME AND MIGRATION, BRAGA, PORTUGAL
- 2019 ARTS ENVOY, US EMBASSY, DEFORESTATION CAMPAIGN, STEAM PRESENTATIONS, LISBON, PORTUGAL
- 2019 FEMEETING, WOMEN IN ART, SCIENCE, TECHNOLOGY CONFERENCE, SPEAKER, LISBON, PORTUGAL
- 2018 THE WONDER CABINET, TAMARIND INSTITUTE, INVITED PANELIST
- 2017 MUSEUM OF NATURAL HISTORY, Invited panelist, Why/How are Art and Science Segregated, ABQ
- 2016 GDLUZ FESTIVAL, (x)trees projection on to cathedral of Guadalajara, Mexico
US EMBASSY/ARTS ENVOY, STEAM presentation tour to 7 schools, 1000 students
- 2016 NEW CONVENING, Creativity Connects, Invited panelist, Washington DC
- 2016 WOMEN AS GAME CHANGERS, Invited panelist, Santa Fe, NM
- 2016 K-12 EDUCATOR'S WORKSHOP: ESL Games for 21st Century Brains workshop, LATIN AMERICAN & IBERIAN INSTITUTE
- 2013 THAI EDUCATORS NETWORK, PRESENTATION, Multi-sensory games for young learners, Bangkok
- 2013 THAI TESOL, Multisensory Tools for the 21st century classroom, Khon Kaen, Thailand
- 2003 NMABE, (New Mexico Association for Bilingual Education), Albuquerque Convention Center, NM,
2002, 2003 Presentation: SUBE, A multimedia approach to language learning
- 2002 STATE LEARNING CONFERENCE, University of New Mexico, Albuquerque, N.M.,
Presentation: Subeconnects; Expanding your language program into the community
- 2002 LA COSECHA CONFERENCE, Tamaya, New Mexico, 2002-present
Presentation: Globalize your language program!
- 2007 TESOL CONFERENCE, USA (Teachers of English to speakers of other languages), 2005-07
Presentation; Scaffolding with multisensory games; developing oral language skills
- 2008 NABE CONFERENCE (National Association for Bilingual Education), 2005-2008
Presentation; Scaffolding with multisensory games; developing oral language skills
- 2011 ABS ELT CONFERENCE, Buenos Aires Argentina 2007, 2009, 2010, 2011
Presentation: Develop speaking skills with multisensory games!

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SUBCONNECTS/DIGITAL STORYTELLING WORKSHOPS

- 2008 Atrisco Land Grant Community Albuquerque, Preserving cultural heritage
Workshop: July, work with Atrisco community members capturing oral histories/stories
- 2006 Indigenous Language Institute Santa Fe, Preserving oral histories workshops: A series of training
workshops working with staff to document stories of elders/ youth
- 2005 Voces Teen Workshop, Using Digital Storytelling as a poetry expression
Workshop: Part of a Poetry event, Hispanic Cultural Center, Albuquerque, NM
- 2003 Teacher Workshops, Teaching teachers how to use Digital Story creation in the classroom Work-
shop Series, National Hispanic Cultural Center, Albuquerque, NM
- 2002 Digital Storytelling; Connecting teachers in Trujillo-Spain and Albuquerque-U.S.A
Workshop One: September, National Hispanic Cultural Center, Albuquerque, NM
Workshop Two: October, Museo de la Coria, Trujillo, Spain
- 1999 SubeConnects; Cultural exchange program- teachers in Mexico and the U.S.

INTERDISCIPLINARY COLLABORATIONS

2017-2019: Fluidic Data. Collaborative design for an immersive and interactive floor-to-ceiling installation in the center of the stairwell of the CERN Data Center. The permanent installation will visualize real time and archived data from the LHC in a way that communicates to visitors the magnitude and flow of data in a way that is 'felt' and experiential.

2016-2018: Lakota Cosmology Meets Particle Physics: Converging Worldviews. Part of the [Projecting Particles](#) project. Collaboration with Dr. Steven Goldfarb, ATLAS Experiment at CERN, Dr. Greg Cajete, Santa Clara Pueblo author of Native Science: Laws of Interdependence, and Steve Tamayo, Lakota Cultural Specialist. A series of interdisciplinary youth workshops and [public forums](#) that investigate native science, western science and the arts as parallel ways of knowing and converging worldviews. [Video](#).

2010 to present. Projecting Particles. Series of youth workshops and events in collaboration with Dr. Steven Goldfarb, ATLAS Experiment at CERN and Markus Dorninger, founder of Tagtool. Students travel virtually to the [ATLAS](#) control center or experience face-to-face visits with physicists to learn first hand about particle physics. They explore projection art and create cutting edge interactive installations to discover how radical new theories in particle physics can expand their understanding of the universe and the world around them.

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PAST PROJECTS

2013: ESL Games for 21st Century Brains, 40 ESL Classroom Games for Teaching English thru STEM + Art Authored an e-book integrating STEAM activities into the instruction of second language learning. <https://www.amazon.com/ESL-Games-21st-Century-Brains-ebook/dp/B00GT8NXK6>

2012-2013: Los Alamos STEM Challenge

Partnered with Los Alamos National Laboratory to develop an annual web-based STEM competition for Northern New Mexico Middle and High schools which provides tools and STEM content to facilitate student engagement in a STEM design challenge. www.Lanlstemchallenge.com

2012: ISEA2012 Education Day, STEM Design Challenge and STEMArts Platform

Partnered with Intel and 516 Arts/ISEA2012 as Education Program Director to coordinate Education Day. Included: keynote speakers, a Visiting Artist program, a STEMArts Competition, and the first version of the STEMArts Platform. <http://www.stemarts.com/isea2012/curriculum>

2009 to present: STEMArts Lab; Creative solutions for integrating new media arts and the sciences in schools and communities. Design and coordinate innovative sci-art workshops as part of school programming, art and science festivals, events and museums. Collaborate with other new media artists to work with youth and teachers to create experiential and participatory art that has an innovative application of STEM (science, technology, engineering, math) and the arts.. <http://www.stemartslab.com/>

2009: Media Arts project: (x)trees

Innovated a new media arts installation projection that combines video mapping and data visualization to create immersive and participatory environments that explore our relationship to nature, science and technology. Exhibited at ISEA2012, Albuquerque Museum 2012 www.xtreeproject.com

2006: Digital Storytelling curriculum for Target/Scholastic

Partnered with National Hispanic Cultural Center and Target/Scholastic to create a free online version of the Digital Storytelling curriculum that was developed through a collaboration with the National Hispanic Cultural Center Digital Storytelling project.

2002-2008: Digital Storytelling Project

National Hispanic Cultural Center and Bureau of Land Management collaboration

Coordinated and led Digital Storytelling Workshops in the US, Mexico and Spain designed to empower people to tell their stories through digital technologies, preserve their oral histories, and provide technical training that they can apply in other areas of their lives. Resulted in a collection of over 100 digital stories created by workshop participants. Created a project that connected elementary classrooms between the U.S. and Spain/Mexico via a web-based curriculum providing opportunities for real world exchange and dialogue between children. Developed the web site, provided technical training and support.

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Press

- [AGNES CHAVEZ'S BIG BANG](#) | Garage Magazine | March 2020
- [ART AND SCIENCE COLLIDE WITH NEW INSTALLATION AT CERN](#) | Around the O | University of Oregon | October 2019
- [BLINDED BY SCIENCE, AND ART: ALBUQUERQUE WONDER CABINET](#) | Tamarind Institute and National Hispanic Cultural Center | April 13 2018
- [AGNES CHAVEZ ARTISTA INVITADA GDLUZ](#) | C7 Noticias, Jalisco Mexico | February 20 2018
- [LUZ Y ARTE DIGITAL CON GEEK GIRLS: Agnes Chavez](#) | Jalisco, Mexico | February 17 2018
- [AGNES CHAVEZ EN EL AUDITORIO ANTONIO RODRIGUEZ](#) | Centro Universitario de Ciencias Exactas e Ingenierías – CUCEI, Jalisco, Mexico | February 17 2018
- [AGNES CHAVEZ SEMBRARA ARBOLES DE LUZ](#) | Informador. MX | February 16, 2018
- [ARTIST AGNES CHAVEZ ON ART AND SCIENCE EDUCATION](#) | Hip Latina Magazine | 2018
- [ARTISTS AND CREATIVE THINKERS CONVENE TO EXAMINE CREATIVITY IN SOCIETY](#) | The John F. Kennedy Center for the Performing Arts in Washington, DC. | November 18 2016
- [ART + TEA PODCAST WITH AGNES CHAVEZ](#) | Harwood museum | April 19 2016
- [ORINATION POINT TELLS STORY OF CREATION IN 6 MINUTES](#) | ABQ Journal | 16 February 2016
- [PASEO A DEUX](#) | tao.org | Taos, NM, 2016
- [AGNES CHAVEZ, TAO.ORG](#) | Taos, NM, 2016
- [CAN AN ART FESTIVAL CHANGE A COMMUNITY?](#) | Beyond Taos | 12 August 2015
- [THE PASEO PROMOTES YOUTH PARTICIPATION](#) | Taos News | 6 August 2015
- [STEAM FRONTIERS IN THE CONCEPTUAL ECONOMY](#) | Biennale of the Americas | 15 July 2015
- [PROJECTING PARTICLES IN CUBA](#) | Atlas Experiment | 22 June 2015
- [PASEO POP UP WORKS UP SOME STEAM](#) | Taos News | 20 June 2015
- [FROM TAOS TO HAVANA](#) | Taos News | 19 May 2015
- [ALBUQUERQUE IN THE GLOBAL SPOTLIGHT](#) | Art LTD Magazine | July 2012