

MUSEUM OF THE MOVING IMAGE

POSITIONS AVAILABLE SUMMER 2010 ARTS INTERNS

June 7 – August 6

The Arts Intern program places undergraduate students from diverse cultural backgrounds who have financial need in paid summer internships with New York City museums. Interns must either be New York City residents, or enrolled in a college or university within the five boroughs of New York City.

Candidates must be able to demonstrate financial aid by having filed the United States Department of Education Student Aid Report (SAR) and have an Effective Family Contribution (EFC) of \$7,000 or less for the most recent academic year.

To apply, please submit a resume, cover letter, and a copy of your SAR as PDFs to internships@movingimage.us.

Collections Management

The Collections Management Intern will be responsible for the cataloging, digitization, and preservation of the Museum's collection of more than 200 artifacts related to video game consoles, which include consoles, controllers, and games. By completing this project, the intern will gain experience in all facets of collections management, including: inventorying; research, cataloging, and description; rehousing and condition reporting; digitization; and storage. The intern also will be able to participate in the ongoing development of the open-source collections management software tool CollectionSpace.

Candidates should be enrolled in an undergraduate program in American Studies, Media Studies, Popular Culture, American History, Material Culture, or a related field. Candidate should possess an interest and/or expertise in the history of digital media and/or video games, strong writing and time management skills, and proficiency with computers and online research.

Digital Media Intern

The Digital Media Intern will assist with upgrades to interactive exhibits for the Museum's grand reopening scheduled for Fall, 2010, as well as with the development of the Museum's new website. The Digital Media Intern's work will introduce him or her to the process through which interactive exhibits are created, from conception to installation. It will give the Intern exposure to the larger process of exhibition design and an introduction to the team responsible for planning and implementing changes to exhibitions.

Candidates should have strong computer skills, an interest in technology, and some experience with HTML, PHP, MySQL, and Photoshop. The Intern should have excellent communication and writing skills and should be able to work independently, under the guidance of a supervisor.

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