Out of the Box Call for Articles

Out of the Box

Out of the Box is a magazine aimed at innovators, inventors, creative thinkers, and anyone who has an appreciation for creative art and technological innovation. Our focus is on highlighting recent, revolutionary innovations in art and technology and how they have changed and sculpted individuals as well as our society and culture, with the goal being to illustrate the usefulness of innovation and how it is important to ensure that we never stop pushing the envelope to discover what new advances lie waiting to be discovered. We desire to reverse the uninspired perspective on change in this country by reintroducing the need for new innovations and ideas. Each issue focuses on the most recent innovations that have come about or are in the process of being invented since our previous issue. Our debut issue, however, focuses on groundbreaking innovations in the twenty-first century in general—things that have either recently come about or are currently being created—and how these innovations have influenced society today. The purpose behind this is to establish a foundation for our magazine to begin building upon with subsequent issues. Our target audience is enthusiastic, entrepreneurial-minded people of all ages, including students, creative thinkers, and anyone who is interested in new ideas that have changed society.

Our magazine is organized into two major sections, art and technology, that are further subdivided into smaller categories: fine arts, music, writing, video games, media, and computer/mobile technology. The articles we publish will be logical, organized, well-researched, and use quotations and facts to build convincing arguments, but each article will also have its own unique voice and present new and interesting insights on these innovations. We encourage our authors to include their own personal thoughts, opinions, and experiences with these innovations in order to create a more casual, engaging, and inviting atmosphere for our readers as they learn about these innovations. We expect writers to include accurate information from credible sources and to clearly indicate the purpose of their article both in a creative title and in their introduction. All citations must be in MLA format, with a works cited page included at the end of the article, and we expect submitted articles to also follow the formatting guidelines established by MLA.

Feature Article

Our feature article will focus on the iPad 2 and how it has changed the nature of education.

Art:

Fine Arts
- **Word Count per Article:** 500–800 words
- **Number of Articles:** 2 articles
- **Goal of the Article:** Explore in-depth a new technique, style, or innovation that has recently come about in the areas of two-dimensional art, three-dimensional art, or graphic design with the goal being to show how these innovations have influenced society positively and negatively.
- **What the Article Must Include:**

- o Brief explanation of the innovation
- o When and where it was created
- o Who created it
- o Why and/or how it was invented
- o Impact this innovation has had on society as a whole
- o Impact this innovation will have on the future
- o How this innovation will impact future innovations in the field of fine arts
- o A personal experience, if possible.
- o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Pictures of the fine arts discussed in the article are encouraged.
- **Suggested Topics:**
  - o Drawing
  - o Painting
  - o Photography
  - o Sculpture
  - o Carving
  - o Ceramics
  - o Installation
  - o Architecture
  - o Posters
  - o Digital Design
  - o Magazines
  - o Cover designs
  - o *Other suggestions welcome*
- **Topic Examples:**
  - o How has the digitization of photography changed the way photography is done? Has it improved the art form or taken away from it?
  - o What are the benefits and detriments of graffiti art? Is it considered an art? Why or why not? What does it add to culture?
  - o How has digital design changed how people think about design? Is this good or bad and why?
- **Deadline for Submission:** Saturday, March 10, 2012, by midnight
- **Contact Information:** Send your articles to our editor in chief, Jessica DeLand, at kjspontaneity@gmail.com, who is also serving as editor for the "Fine Arts" section of our magazine. Please include the subject heading "English 450 Out of the Box Fine Arts Submission" in your e-mail.

Music
- **Word Count per Article:** 600–800 words
- **Number of Articles:** 2 Articles
- **Goal of the Article:** Explore in-depth recent advances in music or the music industry, with the goal being to show how these innovations have influenced society positively and negatively
- **What the Article Must Include:**
  - o Brief explanation of the innovation

- o When and where it was created
- o Who created it
- o Why and/or how it was invented
- o Impact this innovation has had on society as a whole
- o Impact this innovation will have on the future
- o How this innovation will impact future innovations in the field of music
- o A personal experience, if possible.
- o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Pictures, links to songs, or links to video clips are highly encouraged.
- **Suggested Topics:**
  - o Techno
  - o MP3
  - o iTunes
  - o Computer Editing
  - o Guitar Hero/Rock Band
  - o Dance Dance Revolution
  - o American Idol
  - o *Other suggestions welcome*
- **Topic Examples:**
  - o How has American Idol changed how the music industry functions and how Americans think about singing and music in general?
  - o With the invention of iTunes, how have the problems with pirated music changed, if at all? Has piracy declined? How has the music industry been effected by the invention of iTunes? How has iTunes affected artists as well as consumers?
  - o How has the invention and popularity of Rock Band, Guitar Hero, Dance Dance Revolution, and other music-related games affected the music industry? Have they encouraged people to create their own bands in real life? What is the overall impact of these games in our society?
  - o How has the invention of MP3 players affected the music industry? Have they had any effect on music piracy or the popularity of iTunes? How have these devices changed the lives of music lovers?
- **Deadline for Submission:** Saturday, March 10, 2012, by midnight
- **Contact Information:** E-mail submissions to Cara Aucoin at auc07002@byui.edu, who is the editor for the "Music" section of the magazine. Please include a subject heading stating "English 450 Out of the Box Music Submission" in your e-mail.

Writing
- **Word Count per Article:** 400–700 words
- **Number of Articles:** 2 articles
- **Goal of the Article:** Focus on recent and forthcoming innovations in the writing field. Show how these recent innovations have shaped the writing culture both positively and negatively.
- **What the Article Must Include:**

- o Brief explanation of the innovation
- o When and where it was created
- o Who created it
- o Why and/or how it was invented
- o Impact this innovation has had on society as a whole
- o Impact this innovation will have on the future
- o How this innovation will impact future innovations in the field of writing
- o A personal experience, if possible.
- o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Please include pictures with each submission. Hyperlinks are not required, but preferred.
- **Suggested Topics:**
  - o Culture-defining books such as *Harry Potter*, the *Hunger Games*, *Twilight*, or *The Help*
  - o E-books and E-readers (Nook vs. Kindle)
  - o Steampunk
  - o Young adult poetry novels such as *Crank*, *After the Death of Anna Gonzales*, and *Out of the Dust*
  - o The evolution of blogging vs. social networking
  - o *Other suggestions welcome*
- **Topic Examples:**
  - o How has the recent overwhelming amount of vampire and werewolf love story novels and dystopian-type books influence the way youth read?
  - o How have e-books changed how people think about reading, and how has it changed the publishing industry?
  - o *Note:* We would prefer to not receive 100 articles based around *Harry Potter*. We are most interested in recent innovations and new things that our audience may not be familiar with.
- **Deadline for Submission:** Saturday, March 10, 2012, by midnight
- **Contact Information:** All submissions should be sent to Andrew Wallock at andrewwallock8@gmail.com, the editor of the "Writing" section, and should include an appropriate heading such as "English 450 Out of the Box Writing Article Submission."

Technology:

Video Games
- **Word Count per Article:** 600–1000 words per article
- **Number of Articles:** 2 articles
- **Goal of the Article:** Highlight and reveal recent and forthcoming innovations in the video game world. Show how each of these innovations has influenced gaming and the way people see gaming as well as how it has shaped society positively and negatively.
- **What the Article Must Include:**
  - o Brief explanation of the innovation
  - o When and where it was created
  - o Who created it
  - o Why and/or how it was invented

- o Impact this innovation has had on society as a whole
- o Impact this innovation will have on the future
- o How this innovation will impact future innovations in video games
- o A personal experience, if possible.
- o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Pictures for this section are required, seeing as how our readers will want visuals. In addition, we would prefer links to video clips to be included as well.
- **Suggested Topics:**
  - o Kinect
  - o Wii
  - o Online Gaming vs. Personal Gaming
  - o Computer Graphics
  - o Gameplay
  - o Storytelling
  - o Atari vs. Present-day Game Systems
  - o Note: We are not looking for fifty articles based on the Atari or Xbox. We would prefer that most of our articles focus on recent or lesser-known innovations.
  - o *Other suggestions welcome*
- **Requested Topic:**
  - o How have video games changed the art of storytelling and how we interact with fictional worlds?
- **Deadline for Submission:** Saturday, March 21, 2012 by midnight
- **Contact Information:** Send all articles to Andrew Wallock at andrewwallock8@gmail.com, the editor of the "Video Games" section, with the subject heading "English 450 Out of the Box Video Game Article Submission."

Media
- **Word Count per Article:** 600–800 words
- **Number of Articles:** 2 articles
- **Goal of the Article:** Discuss and analyze how technologies like television, web, radio, and movies have changed in recent times. How have certain technological advancements revolutionized the way that society views and ingests media? Address how innovations in these technologies have changed and influenced society and the medium of technology. We do not want summaries of what the product does. We want to know how and why they are innovative in their field.
- **What the Article Must Include:**
  - o Brief explanation of the innovation
  - o When and where it was created
  - o Who created it
  - o Why and/or how it was invented
  - o Impact this innovation has had on society as a whole
  - o Impact this innovation will have on the future
  - o How this innovation will impact future innovations in media

- o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Pictures are requested. Hyperlinks are also encouraged.
- **Suggested Topics:**
  - o Blu-ray and HD TV
  - o Social Networking
  - o 3D graphics and filming, such as in *Avatar*
  - o The "crime" show, such as *CSI*, *White Collar*, and *Grimm*
  - o HD radio
  - o YouTube
  - o Pinterest
  - o *Other suggestions welcome*
- **Topic Examples:**
  - o How have online video services such as YouTube, Hulu, and XFINITY TV changed television viewing?
  - o What aspects of the "crime" show are so compelling, and what impact has it had on television, movies, and society in general?
- **Deadline for Submission:** Saturday, March 10, 2012 by midnight
- **Contact Information:** E-mail submissions to Emily Garrard at dav08021@byui.edu, who is serving as editor over the "Media" section. Please include a subject heading stating "English 450 Out of the Box Media submission" in your e-mail.

Computers/Mobile Technology:
- **Word Count per Article:** 800–1000 words
- **Number of Articles:** 2 articles
- **Goal of the Article:** Address the advances that have been made in computer technology, such as the iPhone, iPad, tablets, and laptops. We are also looking at mobile technology, such as smart-phones, and how it has changed and influenced society. Address the question of how these technological advances have become game changers in the economy, work-field, schools, and the world in general. We do not want summaries of what a product is and does. We want these articles to address how a certain product or brand has revolutionized the market and how has it changed the way that culture functions because of the introduction of this product or brand.
- **What the Article Must Include:**
  - o Brief explanation of the innovation
  - o When and where it was created
  - o Who created it
  - o Why and/or how it was invented
  - o Impact this innovation has had on society as a whole
  - o Impact this innovation will have on the future
  - o How this innovation will impact future innovations in computers/mobile technology
  - o *Note:* Authors should choose new insights on innovations or highlight innovations that have slipped through the cracks and not received much attention. Try to be creative and see things from a new perspective.
- **Recommended Media:** Pictures are requested. Hyperlinks are welcome, but not required.
- **Suggested Topics:**

- o Evolution of the laptop (Macbook Air, Intel Ultrabooks)
- o Smart-phones and the field of competition
- o Apps
- o *Other suggestions welcome*
- **Topic Examples:**
  - o How are Apple products different from other computer company's products? How is this beneficial or detrimental to society and how individuals interact with computer technology?
  - o How have smart phones changed how people communicate and interact with the world?
- **Deadline for Submission:** Saturday, March 10, 2012 by midnight
- **Contact Information:** E-mail submissions to Emily Garrard at dav08021@byui.edu, who is the editor for the "Computer/Mobile Technology" section of the magazine. Please include a subject heading stating "English 450 Out of the Box Computer/Mobile Technology Submission" in your e-mail.