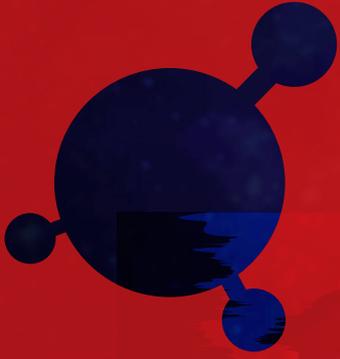


QUEENSLAND
MUSEUM
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PRESENTS

World
Science
Festival
Brisbane

IT'S LIVE!
in Queensland



**SCIENCE
PEOPLE
HEART**

CURIOCITY BRISBANE

2022 MEDIA KIT

FEATURING

CURI CITY
BRISBANE

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ABOUT

World Science Festival New York

World Science Festival was founded in New York in 2008 by celebrated physicist and science author Professor Brian Greene and award-winning broadcast journalist, Tracy Day.

The Festival gathers great minds in science and the arts to produce live and digital content that allows a broad general audience to engage with scientific discoveries.

Through discussions, debates, theatrical works, interactive explorations, musical performances, intimate salons, and major outdoor experiences, the festival takes science out of the laboratory and into the streets, parks, museums, galleries and premier performing arts venues of New York City and beyond.

The annual live, week-long Festival, which launched in New York in 2008, have collectively drawn over 3.2 million visitors worldwide, with millions more viewing the programs online.

In 2016 Queensland Museum Network established World Science Festival Brisbane, the only international extension of the New York event.

World Science Festival Brisbane

Queensland Museum Network holds the exclusive licence to host World Science Festival in the Asia Pacific until 2024.

The only global extension of this hugely popular initiative, World Science Festival Brisbane reinforces Queensland Museum's position as a leader in Science, Technology, Engineering and Mathematics (STEM) education and engagement.

World Science Festival Brisbane was originally scheduled to take place in March 2022. In the wake of serious flooding, in person events were canceled and World Science Festival Brisbane shifted online to deliver a virtual program.

Queensland Museum Network is delighted to bring Curiosity Brisbane to life on the new dates of 24 June – 10 July 2022.

Regional Program

World Science Festival Queensland Townsville

13-14 May 2022
June-July (School holiday program)

World Science Festival Queensland Gladstone

17-18 June 2022

World Science Festival Queensland Chinchilla

29-30 July 2022

World Science Festival Queensland Ipswich

9-10 September 2022
September (School holiday program)

World Science Festival Queensland Toowoomba

9-10 October 2022
April (School holiday program)

Curiosity Brisbane

Since 2019, Curiosity Brisbane has sparked inspiration and innovation, transforming our city into an interactive place to “explore, create and play”. Curiosity Brisbane showcases a number of physical and digital installations for visitors to discover and explore. Curiosity Brisbane will be delivered as part of World Science Festival Brisbane, presented by Queensland Museum Network.

In 2022, Curiosity Brisbane is curated by Brisbane’s own artist, curator and academic, Jay Younger who has brought together a 17-day celebration of science, art and technology – where new possibilities play and big ideas collide.

Jay Younger, Curator Curiosity 2022



Jay Younger is a Brisbane-based artist, curator and academic. Her curatorial focus is on freedom of artistic expression and the expression of difference within public space as fundamentally linked to democratic values. Furthermore, public art can be seen as opening up a space within the public sphere where difference can be seen and experienced. Jay’s curatorial practice in this arena is dedicated to challenging popular opinions about what public art is and what it can be. For Curiosity Brisbane, Jay is excited to work with all manner of artists to bring the latest ideas in science and technology into the public realm.

Jay has curated many significant projects and the impact of her success in the field of public art has been acknowledged in receiving the AIA President’s Award with the citation: ‘Professor Jay Younger’s contribution within the field of public art as an artist curator has provided exemplary best practice models and outcomes in Queensland, the calibre of which is unmatched.’

CURIOCITY BRISBANE



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Alinta Krauth and Jason Nelson (EphemerLab)
TRAIL Collect all 15 CurioCreatures across South Bank, the Goodwill Bridge and Queen Street Mall
- 7 **City Symphony**
QMF and Textile Audio
TRAIL Visit all four City Symphony sites across South Bank and Brisbane CBD
- 8 **Self-talk is our superpower!**
Blackall Range Independent School
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TRAIL Visit all 10 MIRAGE PROJECT [iceberg] locations throughout Streets Beach



THE CURIOCITIES



ACKNOWLEDGING PLACE

Created by: Carol McGregor

From: Brisbane, QLD, Australia

Acknowledging Place is a space generated for physical reflection for you to sit under and consider an Aboriginal perspective of caring for Country.

The once prolific Cottonwood Tree or native hibiscus – *Hibiscus tiliaceus* was an important resource for Traditional Guardians of the Greater South-East Queensland region. Specifically, the inner bark of the tree provided fibre for making string for nets and dilly bags; the leaves and flowers were used for medicinal purposes and the young shoots and roots were eaten.

The work will be activated as a gathering place for the sharing and recognising of an alternate knowledge system with yarning circles, storytelling and workshops.

About the Creator

Brisbane based artist Carol McGregor is of Wadawurrung (Kulin Nation) and Scottish descent and is a possum skin cloak maker, painter, printmaker and sculptor.

For more information: carolmcgregor.com.au



OHCE/ECHO

Created by: Georgie Pinn

From: Brisbane, QLD, Australia

Multimedia artist Georgie Pinn's interactive public sculpture, OHCE/ECHO uses live generative animation, high-end facial capture technology and projection-mapped storytelling to look at empathy as well as prejudice and make us aware of our choices and perspectives.

The audience can literally imbed themselves into the artwork as their portraits are captured and manipulated creatively in real time into the continuously changing face projection. They then get to shapeshift by stepping into another's story.

The artist will be on site assisting the public to engage with the artwork 6pm-8pm throughout Curiosity.

About the Creator

Georgie Pinn is a multimedia artist and creative director of interactive installations, film, animation, theatre and music. Her work has been presented internationally at major Cultural centres such as the Barbican in London and Fed Square in Melbourne. She was granted an honorary mention at 'Ars Electronica' in Austria and won the award for "Best Interactive Experience" at Sheffield Documentary Fest in the UK.

Guest creators MacGregor State High School.

For more information: georgiepinn.com



IN THE AIR

Created by: Priscilla Bracks & Gavin Sade

(Music: Greg Jenkins and Gavin Sade)

From: Brisbane, QLD, Australia

In The Air is an immersive light and soundscape that uses data from Antarctic ice-core samples to visualise chemical changes in the Earth's atmosphere. Hypnotic music and mesmerising light envelop pedestrians in a poetic time-lapse that condenses changes over the past 400,000 years into half an hour. Visitors lingering in the space experience the work's rising energy as colour, movement and sound reflect the exponential rate of change in recent centuries and the clarity of data confirming human impact on the Earth's atmosphere and climate.

About the Creators

Gavin Sade and Priscilla Bracks have collaborated for nearly 20 years. Their work fuses traditional and electronic art through Priscilla's sculpture and photo media practice and Gavin's computational interactive art and music. Their work includes permanent illuminated public art and exhibitions for the Museum of Contemporary Art, Taipei and the International Symposium of Electronic Art (Singapore 2007; Belfast 2009; Istanbul 2011).

For more information: kuuki.com.au



THE WANDERING BIRDS HAVE RETURNED TO THE RIVER (EVEN BERNICE)

Created by: Seth Ellis & Michelle Vine

From: Brisbane, QLD, Australia

What imaginary giant bird built these nests? What did they look like? And how did they act? Made of repurposed and reusable consumer goods and inspired by the giant megafauna of prehistoric Australia, these five thought provoking nests form an inviting, comfortable playground for visitors. The construction of the nests and the accompanying sound and AR elements hint at the nature of the nest makers.

This multi-layered installation draws from the paleontological record of pre-historic giant birds, and the rigorous speculation that goes into their reconstruction. It can be experienced in multiple ways: the physical nests, the mysterious narrative of the birds in AR, the ability to speculate about them via an online interface.

About the Creators

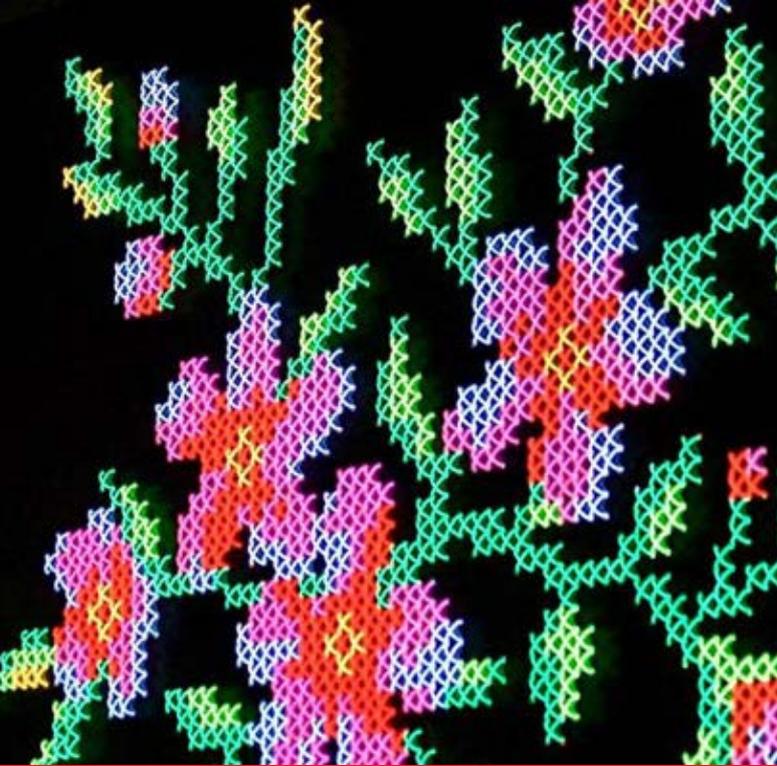
Seth Ellis is senior lecturer in interactive media at the Queensland College of Art, Griffith University, where he is program director of the Master of Interactive Media program and convenor of the Interaction Design major. He is a narrative artist and interface designer; he has worked with libraries, museums and galleries on their collections and exhibitions, most recently the Museum of Brisbane and the State Library of Queensland.

Michelle Vine is an installation artist whose practice is centred on physical touch. Vine creates participatory and physically interactive works that are positive and playful for audiences of all ages; her works embed disability inclusion from their initial design. In 2020 Vine was showcased as one of Australia's best emerging artists in Hatched: The National Graduate Show at the Perth Institute of Contemporary Art (PICA).

Guest creators Lota State High School

For more information: ethsellis.com/curiocity





LUMINOUS THREADS

Created by: Kirsten Baade
From: Brisbane, QLD, Australia

Artist and engineer Kirsten Baade has created a beautiful work of light art that combines the artisanal craft of embroidery with modern fibre optic technology.

Featuring colourful Australian floral motifs, Luminous Threads transfers the traditional homely craft into a large-scale public artwork to unite rather than separate technology and art.

Unlike traditional fibre optic cable that transports light from one end to the other, side-glow fibre optic cable emits light along the length of the cable, giving it the appearance of an illuminated thread. The resulting combination of light and electronics changes colour and intensity over time creating technological beauty and a sense of wonder.

About the Creator

Kirsten Baade is a highly skilled creator across a variety of mediums. Her work ranges from murals and illustrations to large-scale sculptures, electronic art and light art.

Kirsten holds a BEng in Mechatronic Engineering from The University of Queensland. She has a passion for creating beautiful and quirky objects and environments.

For more information: www.kirstenbaade.com

AMPHISONIC

Created by: Panos Couros
From: Sydney, NSW, Australia

Electronic sound artist Panos Couros brings together the poetry and songs of First Nation artists, the knowledge of bio-scientists, the pulses and beats of electronic music, and the mating calls of frogs to create a large-scale immersive sound environment that challenges the audience to actively listen to the natural world around us.

The technology-based three-dimensional sound artwork highlights the essential role of frogs in the environment and as indicators of its health. It draws attention to the ancient wisdoms of First Nations people alongside the data-driven discoveries of contemporary scientific research dedicated to understanding the current mass extinction events that our frog populations are experiencing in Australia, and the subsequent loss of biodiversity this is causing.

Other information about AmphiSonic: panx.com.au/amphisonic
The artist will be on site mixing sound throughout Curiosity.

About the Creators

Principle artist: Panos Couros

First Nations Yankunytjatjara Poet: Ali Cobby Eckermann

Lead Scientist: A/Prof Lee Berger

Herpetologist: Danielle Wallace

First Nations Vocals: Ursula Yovich

Music: The Doon Doon Collective: Greta Kelly,
Siyavash Doostkhah, Amanda King, Panos Couros

Voice: Jane Phegan

Panos Couros is a sound designer and composer with a history of creating and presenting public multi-channel/surround soundscapes and sound installations, and has produced these across the country. He also creates work for theatre, dance and multimedia, much of which has been performed and exhibited nationally and internationally.

For more information: panx.com.au





SOFT-BODY ADAPTERS

Created by: Kellie O'Dempsey

From: Sunshine Coast, QLD, Australia

Drawing directly from the Queensland Museum Natural History Archive, Kellie O'Dempsey's multi-dimensional artwork, *Soft-body Adapters*, takes a deep dive into the historic origins of ancient ocean biology to re-imagine the life of the ancient Anglerfish as marine and human hybrids.

Made in collaboration mixing collage, animation and sound into digital video and augmented reality, *Soft-body Adapters* could be described as a Queensland underwater world crossed with surreal science fiction.

Roving demonstrators will be on site during Curiosity to explain how to use the EyeJack app. and make social media posts with the images generated.

About the Creators

Artist: Kellie O'Dempsey in collaboration with:

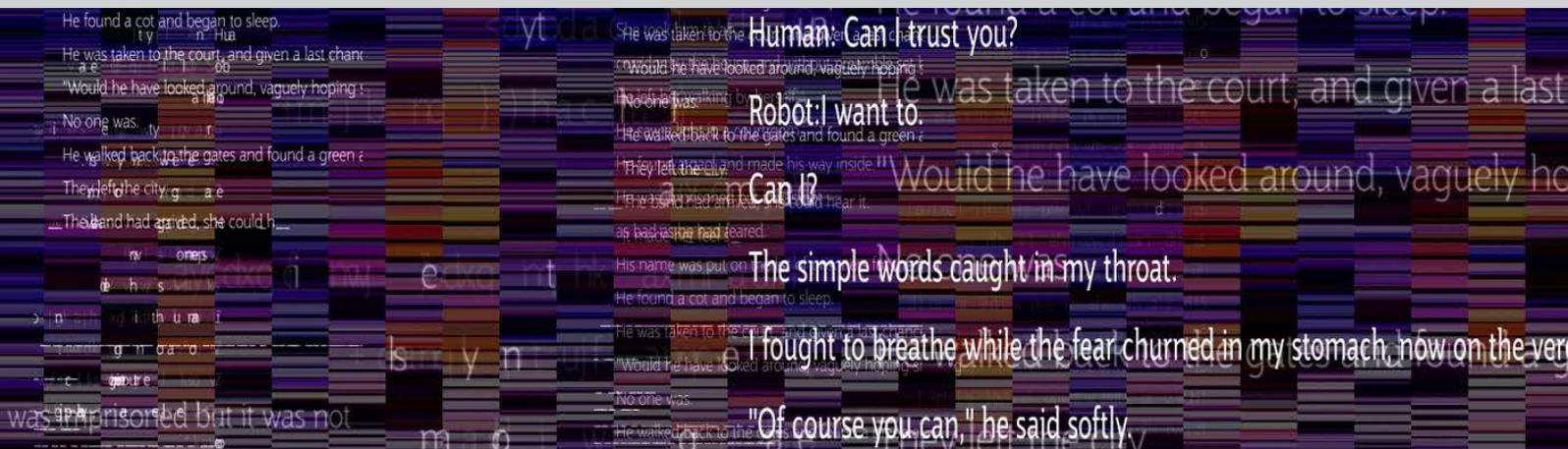
AR Animator: Helena Papageorgiou

Sound Artist: Mick Dick

Visual Artist: Jon Weber

In search of transformation and wonder Kellie O'Dempsey intersects site-generated installation and performance incorporating projection, collage, architectural space and digital drawing. Hybridising these elements Kellie generates accessible artworks that are experiential and emergent. Creating in both solo and collaborative formats with sound artists and contemporary performers this diverse practice interrogates notions of the public and the private.

For more information: kellieo.com



COMMUNING WITH ROBOTS

Created by: Peter Thiedeke

From: Currumbin Valley, QLD, Australia

Communing with robots asks: what will human agency mean when centralised artificial intelligence mediates our experience of public and private life? Will anonymity, privacy and trust be possible in a world where AI 'knows' you better than you know yourself?

In making this video the artist asked a robot the same question three times: can I trust you? Each time the robot responded differently.

About the Creator

Peter Thiedeke is an image-maker working in visual arts and speculative design. Peter has exhibited and published worldwide and has received international recognition and awards for his creations. Peter lectures at the Queensland College of Art, Griffith University, where he is working on a PhD project.

For more information: peterthiedeke.com



BAIDAM TITHUYIL

Created by: Brian Robinson

From: Cairns, QLD, Australia

Indigenous artist Brian Robinson explores the conceptual framework of traditional Torres Strait Islander astronomy with his large-scale ground artwork, Baidam Tithuyil that references the Great Shark constellation.

In this artwork produced from a carved lino cut print, Robinson shares with audiences the importance of knowing and learning about these wondrous and unique aspects of Queensland cultural knowledge, so that they are respected as existing and enduring knowledges.

About the Creator

Brian Robinson is a celebrated Indigenous artist of his generation, a leader in his field in Australia and his community, and has recently developed a strong international reputation. He is of the Kala Lagaw Ya and Wuthathi language groups of the Torres Strait and Cape York Peninsula. Born in 1974 on Waiben (Thursday Island) and now Cairns-based, Robinson is known for his printmaking and public sculptures that use a variety of techniques to produce bold, innovative and distinctive works. His work is a unique blend of the organic and manmade. It observes the traditions and styles of the Torres Strait but also the influence of Western art history, popular culture and wide-ranging graphic traditions. In recent years, it is his public art practice that has brought him mainstream attention.

For more information: onespacegallery.com.au/brian-robinson



THE ORIGINS OF ART I AND II

Created by: María-Fernanda Cardoso

From: Sydney, NSW, Australia

María-Fernanda Cardoso explores the art forms of the animal world through the mating rituals of a tiny eight eyed Australian peacock spider or *Maratus*.

Like peacocks and birds of paradise, the male *Maratus* has developed a complex system of courtship display that exhibits its prowess as a dancer, musician and visual artist. Cardoso has recorded their ostentatious mating ritual using HD macro cinematography and a laser vibrometer, capturing their conspicuously colourful dance and the distinctive beat they make with their vibrating abdomens.

About the Creator

Maria Fernanda Cardoso blends nature, art, science, and technology to transform unconventional materials into awe-inspiring installations, sculptures, performances, and videos. Her beautiful work invites us to experience the wonders of nature.

She is a recipient of the prestigious Creative Australia Fellowship from the Australia Council for the Arts, has exhibited at New York MoMA, the Centre Pompidou, the New Museum of Contemporary Art in New York, PS1, Fundacion La Caixa in Barcelona, the DAROS Foundation in Zurich, and the Centro Reina Sofia in Madrid.

For more information: mariafernandacardoso.com



DE-CAY-DENCE

Created by: Donna Davis

From: Ipswich, QLD, Australia

Humans are intrinsically linked with the planet and therefore share the same fate; the health of both depends on us to nurture a new ecological paradigm.

DE-CAY-dence asks how and why we assign value to other organisms and how this informs our ecological action.

Playing with the idea of 'Who IS the fairest' the work challenges our unconscious bias with respect to terms such as pest, germ, decay, versus notions of beauty, value and status, to explore how these beliefs inform our ecological understanding and action.

About the Creator

Donna Davis is a multi-discipline artist who explores human and non-human relationships with respect to ecological health. Inspired by art/science research collaborations her work often deals with hidden, overlooked or threatened ecological players; exploring imagined futures and constructing new ways of 'seeing' complex natural systems and our role within them.

For more information:

donnadavisartist.weebly.com/wood-termite-fungi-project.html





SOUNDING TIDES

Created by: Erik Griswold & Rebecca Cunningham
From: Sydney, NSW and Brisbane, QLD, Australia

Composer and experimental musician Erik Griswold joins forces with climate change social scientist Rebecca Cunningham to create a kinetic sound sculpture that asks whether we can hear the climate changing.

Tides are some of the most constant phenomena in nature. The ebb and flow, the repetitive undulating rhythms, the constant tensions. Anthropogenic climate change rises tides around the world. *Sounding Tides* is an interactive musical composition and a sonification of scientific data that translates 40 years of data into sound and allows us to listen to these changes.

We hear the tides represented as slowly pulsing chords, shifting noise spectra, and dancing musical arpeggios, and we see the sound waves rippling and bubbling in water held within five large bowls.

Other information about *Sounding Tides*: clockedout.org/soundingtides

About the Creators

Artist: Erik Griswold

Scientist: Rebecca Cunningham

Erik Griswold is an award-winning composer and pianist specialising in experimental musical. Co-founder of Clocked Out, his work embraces inter-arts, intercultural and art-science collaboration.

Rebecca Cunningham is a climate change social scientist, a social network analysis enthusiast, an XR experimentalist, and an artist always, based at University of Technology Sydney, Institute for Sustainable Futures.

For more information:

erikgriswold.org

clockedout.org

researchgate.net/profile/Rebecca-Cunningham-3

uts.edu.au/isf/explore-research/climate-adaptation



MIRAGE PROJECT [ICEBERG]

Created by: David Burrows & Australian Antarctic Program

From: Kensington, TAS, Australia

MIRAGE PROJECT [iceberg] is a stereoscopic photography installation that aims to inlay an iceberg from Antarctica into South Bank. Breaking free from the confines of the gallery, artist David Burrows opens the spatial relationship to larger issues of landscape, environment and architecture.

Viewers are positioned in the same spatial layout as the positions of the original photos. By walking from viewer to viewer you are in fact walking around an iceberg. The 3D photo in each viewer becomes a window onto a parallel world, interweaving this glorious ice monument into the fabric of the city.

The idea is to convey the extraordinary experience, sense of wonder and discovery inspired by getting up close to an iceberg. The Antarctic reality contrasts against the urban environment.

About the Creator

David Burrows undertook post graduate studies at the esteemed French contemporary art institute Le Fresnoy National Studio. His artworks are represented in public and private collections around Australia.

Australia's activities in Antarctica, from scientific research through to logistics and transport, are coordinated through the Australian Antarctic Program.

The program is highly collaborative, with partnerships across government and more than 150 national and international research institutions. Australia also works with other countries' Antarctic programs to run joint international scientific and logistical operations.

For more information: antarctica.gov.au



CURIOCREATURES

Created by: Alinta Krauth & Jason Nelson (EphemerLab)

From: Gold Coast Hinterland, QLD, Australia

In the distant future, Brisbane looks very different, and its wildlife has adapted to a new climate and environmental reality. Through the lens of the observer's phone, *CurioCreatures* reveals the fantastical and mysterious creatures who have survived and adapted to roam the streets of Brisbane and Australia.

These invented zoologically-changed creatures are dependent on humans allowing them to evolve and thrive in changed environments. This artwork asks audiences to remove themselves from the picture and think beyond the human world to the inherent importance of other species.

For more information: curiocreatures.com

About the Creators

Alinta Krauth & Jason Nelson are interactive artists, games designers, and digital storytellers who combine themes of place-making & spatial poetics with ecological themes. Jason is also an Associate Professor in the Digital Culture program at the University of Bergen in Norway.

For more information: alintakrauth.com



CITY SYMPHONY

Created by: QMF and Textile Audio

From: Brisbane, QLD, Australia

In *City Symphony*, QMF and award-winning composer, mezzo-soprano, and sound artist Eve Klein (Textile Audio) invite people to immerse themselves in bespoke locations and 'hear' Brisbane City through music and local stories.

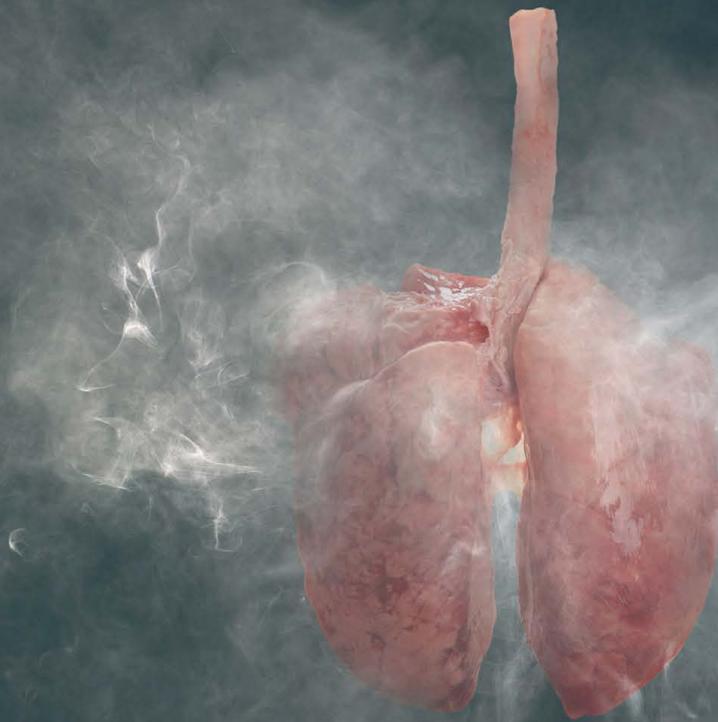
Exploring hidden worlds of sound-in-space that reveal themselves differently to each user, *City Symphony* responds to each user's location, orientation and even the time of day, to create a personal soundtrack that inspires exploration and interaction with place.

About the Creator

QMF provides access to and participation in world-class performing arts experiences designed to inspire communities to celebrate their own unique role in the story of Queensland.

Eve Klein is an award-winning composer, mezzo soprano, sound artist and academic. As Textile Audio, she designs large-scale, immersive music experiences for festivals.

For more information: qmf.org.au/events/city-symphony



93% HUMAN/BREATHWORK

Created by: Helen Pynor

From: Sydney, NSW, Australia

Analysing DNA that is shed via the breath makes explicit the permeable nature of our bodies, and the unseen ways we are in constant exchange with human and non-human others.

Human DNA exhaled in our outbreaths, and inhaled by others in their inbreaths, is a little-known form of DNA shedding, although viral shedding from human outbreaths has become intensely scrutinised during the current pandemic.

This artwork has resulted from Pynor's ANAT (Art Science Technology) – SAHMRI (South Australian Health and Medical Research Institute) Artist Residency.

About the Creators

Artist: Helen Pynor

Scientist: Jimmy Breen

Helen Pynor uses art and science to explore ambiguous transitional states, such as the life-death boundary, the interpersonal nature of organ transplantation, and the animate/inanimate boundary in relation to medical implants.

She is recipient of an Honorary Mention at the internationally prestigious Prix Ars Electronica, Linz, Austria and has exhibited at ISEA International Symposium on Electronic Arts, Beijing Media Art Biennale, National Taiwan Museum of Fine Arts, FACT Foundation for Art and Creative Technology UK, Science Gallery London, and Wellcome Collection, London.

For more information: helenpynor.com/works.html

QUEENSLAND MUSEUM NETWORK

Queensland Museum Network (QMN) is the keeping place for the State Collection of more than 1.2 million objects and specimens and more than 14 million research collection items.

The Queensland Museum (QM) was founded in January 1862 by the Queensland Philosophical Society. QMN has grown considerably since then with the museum coming under the responsibility of the State Government in 1871 and moving into its first purpose-built premises in 1879.

Today, QMN is governed by the Board of the QM (the Board) and includes:

- Queensland Museum (QM) (including SparkLab, Sciencentre) in the heart of Brisbane's Cultural Centre at South Brisbane
- Cobb+Co (C+C) in Toowoomba
- Museum of Tropical Queensland (MTQ) in Townsville
- The Workshops Rail Museum (TWRM) in Ipswich
- QM Collections, Research and Loans Centre at Hendra in Brisbane
- Museum of Lands, Mapping and Surveying in Brisbane
- Earth Sciences Museum, The University of Queensland in Brisbane.

Over the years QMN has changed with Queensland as it discovers, documents and celebrates the state's natural, cultural and scientific diversity. With respected scientific and cultural research, significant and varied collections, and community outreach services, QMN continues to offer Queensland's residents and visitors enriching cultural, social and intellectual experiences. QMN reaches far beyond the walls of its museums, connecting with millions of people through museum experiences, events, workshops, talks and lectures, school education kits, publications, online resources and regionally across the state via our Museum Development Officer (MDO) Network and World Science Festival Brisbane programming. We continually strive to be a cultural and scientific leader by successfully harnessing the support of industry, governments and communities.

MEDIA INTERVIEWS AND CONTACTS

A selection of World Science Festival Brisbane and Curiosity images are available for media use and additional images can be sourced on request.

Supplied photo credits must accompany publication:
"Image courtesy of Queensland Museum"

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Connect with Queensland Museum

facebook.com/qldmuseum

Twitter: @qldmuseum

Instagram: qldmuseum

www.qm.qld.gov.au

Connect with World Science Festival Brisbane

Twitter: @WSFBrisbane

#WSFB2022

Facebook.com/worldsciencefestivalbrisbane

For general enquiries phone: (07) 3153 3000

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Queensland

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Like rare earth elements are essential to our high-tech gadgetry, our partners are essential to the continued success of the World Science Festival Brisbane.

We are serious about partnerships and dedicated to developing genuine relationships premised on shared vision, clearly articulated outcomes and measurable, mutually rewarding impact in STEM.

If you are serious about partnerships and want to take a leadership role in STEM engagement, contact us on +61 (7) 3153 7841 or email [wsfbpartners@qm.qld.gov.au](mailto:wsfpartners@qm.qld.gov.au) to discuss the opportunities available.