

Urbanite Project Application

Thank you for your interest in joining the Urbanite Project!

Before filling out the application form, please read the information on this sheet.

All submissions are due by 5 p.m. on **September 28, 2007**. No late submissions will be accepted. The *Urbanite* staff will notify all applications of our decisions by October 17, 2007. Work on the Urbanite Project will begin soon afterwards and will end at a launch event in March.

Basic Information about the Urbanite Project:

Urbanite's editors will assign you to one of six teams. Each team will consist of between two and four people of various backgrounds. All participants will receive an honorarium for their contributions.

Team members are expected to attend meetings and meet deadlines as they work together to create their projects, which will run in the March issue of *Urbanite*. Each member should also be willing to help create videos or other content for the Urbanite Project website and prepare materials for the March launch event.

Team members may be photographed for magazine, website, and press use, and you must be prepared to be a spokesperson for the project.

Before applying, please make sure that your schedule will allow you the time to fulfill these requirements. The project is spread out over about six months, but it does require attention and diligence.

Please contact readers@urbanitebaltimore.com with any questions or concerns.

Good luck!

The Urbanite Project Application

When you have finished answering the questions, please email your application to urbaniteproject@urbanitebaltimore.com.

All Applications are due September 28, 2007, at 5 p.m.

The *Urbanite* staff will review submissions. All applicants will be notified by October 17, 2007.

Please take a few moments to thoughtfully address these questions. Each answer should not exceed two hundred words.

Name:

Address:

Phone: (home or office)
 (cell)

Email:

1. Briefly tell us about yourself, your background, and your interests.

2. What issue in Baltimore would you try to address through the Urbanite Project?