Who are we?

The <u>VICE</u> Digital Features team is composed of Kate Dries, Editorial Director, and Mari Uyehara, Senior Features Editor. Our remit is to handle digital Culture and Life features, stories for VICE magazine, and editorial events, interactives, and multimedia projects across the company, for the diverse group of young people that make up the VICE audience.

What are we looking for?

Stories that require more time or resources than a faster turnaround piece, which usually (but not always) means pieces that take longer than a day or week. Resources can mean anything from money for travel or expenses, to handling scoops, to the support sensitive or legally tricky stories require, to experimental ideas, to in-house reporter support, to fact checking, research, or art and design. We are not necessarily looking for what's commonly considered "longform"—i.e. something in the realm of 10,000 word investigations that win awards—though we certainly publish those, too. Rather, we look at features with a broad lens, bringing in new writers and sources to our fold to ambitiously inform, challenge, entertain and amuse our audience.

We also welcome pitches for editorial projects that are unconventional in approach, format, or presentation. In the past, we've created an original stock <u>photo library</u> representing trans and gender-nonconforming people, a limited-edition print zine accompanying an art <u>exhibition</u> about the racial sleep gap, and a data-driven <u>guide</u> to the next decade. For the coming year, we are particularly interested in reporting-driven multimedia projects. If you have a project that you've always wanted to do but weren't sure how you could pull off, try us.

Some topics we're particularly interested in exploring right now include:

On the culture side: profiles of up-and-coming and established artists, performers, and celebrities; smart investigations into celebrity culture (see our series <u>Famous Spaces</u>); interrogations into the world of fame; nuanced food stories not being tackled elsewhere. On the life side: stories about college and academic life, and of the lives of people that age not in school; coverage of the underbelly of influencer and wellness culture. In both: lighter fare, investigations, and thoughtfully reported essays, personal and otherwise.

The Magazine

The origin of VICE Media Group as a whole, VICE magazine is released quarterly, with each issue centered around a different theme. It aims to represent the best of what VICE has to offer and the ideas that are percolating across the whole company across all coverage areas. Pieces range from short "front of the book" articles to Q&As to longer, deeply reported features to photo spreads. Our **2021** themes are:

Q1 - The Fame Issue (released March 29)

Q2 - The Reemergence Issue (released June 7)

- Q3 The Indulgences Issue (out in September)
- Q4 The Future Issue (out in December)

Examples of our work

Digital Features

The Doctor Can Heal You Now

How 'The 5 Love Languages' Became the Language of Love We All Know (and Love)

Chris Rush Lived Through the Fire to Share the Flame

The Unexpected Coziness of the Las Vegas Residency

The Rise of the Wellness Retreat

You'd Never Say They Weren't Country: The Brand That Built Florida Georgia Line

Once Upon a Time...in the Hollywood In-N-Out Parking Lot

The Men's Liberation Movement Time Forgot

How Ellen Became the Kardashian Family's Go-To Press Stop

Why Would You Ever Want to Live in 2019?

Queers Built This

A Century-Old Neon Sign Was Just Excavated Outside L.A.—and It Dug Up a Thorny

Preservation Saga Along with It

Hanson Is Facing a Mutiny From Its Own Fans

The Wildly Mixed Success Rate of the Celebrity-Helmed Talk Show

The Mysterious Case of the F*cking Good Pizza

A Brief and Garish History of Megamansions

Inside the Wine World's Most Mysterious Cheating Scandal

The Fall of the Bassnectar Empire

Aneesa Ferreira Will Do 'The Challenge' Until She Can't

A Year Ago, the 'Big Three' Record Companies Pledged \$225 Million to Racial Justice.

Where Did It Go?

Recent issues of the magazine; all past issues can be read here

2020

- Q1 The Stupid Issue
- Q2 The Means of Production Issue
- Q3 The Algorithms Issue
- Q4 The Unthinkable Ideas Issue

2019

Q1 - The Truth and Lies Issue

Q4 - The Profiles Issue

What are we NOT looking for?

If you have a shorter, faster turnaround piece, direct your pitches to the Culture and Life desks, respectively: culture.pitches@vice.com and lifestyle.pitches@vice.com (you can read the Culture desk's pitch guidelines here, and the Life desk's pitch guidelines here). If you have a digital News/World News feature to pitch—their purview is national and international features and investigations on gender, inequality, development, colonialism, religion, security, health, misconduct, extremism, climate change, and more— contact ED Tim Marchman (tim.marchman@vice.com) or Senior Editor Leah Feiger (leah.feiger@vice.com).

While we often love to read and discuss "takes" with our friends and colleagues, we don't typically publish them. Personal essays are published sparingly, and involve some degree of reporting.

What do we pay?

- -Our rates for digital pieces start at roughly 50 cents per assigned word and range depending on intensity of reporting, timeline, etc.
- -Magazine pieces are similar; 50 cents a word for pieces under 3000 assigned words, and \$1 a word for a range of 3000-5000 assigned words.
- -The base rate for illustrations is \$350 and goes up depending on the turnaround and scale of the project.
- -For photography, our day rate is \$500, while commissioned and existing portfolio projects vary.
- -Fact checking: \$30 an hour.

How do I pitch you?

Probably the way you would pitch most places: Send an email that includes "Pitch" in the subject line with a few paragraphs to kate.dries@vice.com and/or mari.uyehara@vice.com on your idea and why it's a fit for VICE generally and at this moment. Things we'd love to hear: a brief rundown of your background (with relevant clips), your familiarity with the subject at hand, any reporting you've done so far, and who you'd like to talk to that you haven't yet, ideas you might have about length or timeline, any possible issues you see arising, and overall thoughts about format, packaging and multimedia opportunities. And thank you for thinking of us!