

Art 7D: Introduction to Contemporary Practice III - Art, Science and Technologies

Instructor: Lisa Jevbratt

Lecture: Thursday 11:00-12:50, [PSYCH 1924](#)

Class Website: http://rosebud.arts.ucsb.edu/~jevbratt/teaching/w_14/7d/

Reader: The required readings are available at

http://rosebud.arts.ucsb.edu/~jevbratt/teaching/w_14/7d/reader.html

Sections:

101: M/W 1:00-2:50 M in Arts 1345 (Foundation Room) and Art 2220 (E-Studio), W in Phelps 1517.

TA: Matt Allison

Section 102 Website: <http://foundation.arts.ucsb.edu/~ta/allison/7dw14.html>

102: M/W 3:00-4:50 M in Arts 1345 (Foundation Room) and Art 2220 (E-Studio), W in Phelps 1517.

TA: Jeff Page

Section 101 Website: <http://jeffpagestudio.com/7d/>

103: T/TR 9:00-10:50 T in Arts 1345 (Foundation Room) and Art 2220 (E-Studio), TR in Phelps 1517.

TA: Hannah Wolfe

Section 103 Website: http://projectiveplanes.com/ART7D_W14.html

CLASS CONTENT

The study of the foundations of digital and technological arts in all forms, including the history, theory and practice of kinetic, interactive, interdisciplinary, network and systems-oriented art. Lectures and assignments introduce concepts, methods, movements and practitioners that have shaped the fields.

We cannot escape technology in our daily lives. Cultural practice is on some level informed or influenced, consciously or unconsciously, by the technologies we live with and within. This class intends to create a larger awareness of the cross-pollination between culture and technology, by examining, encouraging and enabling creative and inquisitive investigations and uses of technology. We will look at “traditional” art practices that have influenced artists working specifically with such investigations, and we will examine how technologies have enabled new art forms, and ways of thinking about art. In addition we will look at how new technologies might have generated a common playground for arts and sciences and the new interdisciplinary forms of art and research that are emerging.

CLASS STRUCTURE

The class consists of weekly lectures and twice weekly studio sections. The quarter is divided into 5 periods with different themes (History, Software, Hardware, Network and Science) each occupying 2 weeks.

ASSIGNMENTS

You can expect to spend 12 hours per week doing out of class work including projects and readings. All assignment descriptions will be posted on the class website.

INTRO/HISTORY:

Introduction to HTML web development and readings relating to the history of digital/technological art.

SOFTWARE/HARDWARE/NETWORK/SCIENCE:

• 4 Reading Assignments

Required Readings

Selected readings from the reader. The exact readings for each period will be announced in lecture and posted on the class website before the first lecture of the period. There will be a small written assignment for each of the four readings. The details of each reading assignment will also be posted to the website. The reading assignment is due the second section of each period. Be prepared to answer questions about the readings in the second lecture of each period.

There is a fair amount of text. Some of the text will be more difficult, don't let it intimidate you; try to get something out of the reading. Do not start reading it thoroughly in the beginning of the text and give up after a couple of pages. The main points of the text and the parts that you find interesting or inspiring might be at the end of the text. First skim the text to find a sense of its structure, main points, conclusions, and importantly, the things that interests you. Then go back and read the text more carefully. If you then find it difficult to read through the whole text carefully because it is dense and complicated, read the parts that seem most important and interesting to you.

Recommended Readings

The texts in the reader that are not required are recommended.

Additional recommended readings might be posted on the section Web sites.

• 4 Projects

The project assignment specifications will be provided in the first lecture and/or section of each period as well as on the class website. The projects should provide fun, hands on experience with the concepts dealt with in the lectures and readings. There will be a selection of project assignments to choose from in each of the four periods. You will be able to work with a wide range of materials of your choice depending on your interest and experience. The projects could for example be realized as drawings, paintings, sculptures, performances, installations or web based art. The project assignments will be designed to allow you to creatively digest and experience the concepts discussed in class, not to teach a specific technique or medium. All projects should be described on your class web page, accompanied by some kind of documentation. The projects are due the fourth section of each period and have to be finished on the due date.

Supplies: The required supplies will vary greatly depending on what project you choose to work with. A personal uweb account is required of all students.

• Final Exam

Details TBA

GRADING

Grades are based on: introductory project/reading (5%), projects (40% total, 10% each), reading assignments (20% total, 5% each), engagement in lectures and sections (20%), final exam (15%), mitigated by attendance as defined below.

You may miss only 1 lecture and not more than 3 total of lectures and lab sections. If you miss more than that it will be reflected in your final grade. If you miss more than 6 lectures and lab sections combined (without a very serious and documented reason), or more than 2 lectures, you cannot pass the class.

SCHEDULE

History

Computer, Internet and Digital Art History overview.

Week 1:

M 1/6, T 1/7: Web/Computer Techniques Intro, History Project/Reading Introduced (Phelps)
W 1/8, TR 1/9: Web/Computer Techniques Lab (Phelps)

1/9 Lecture 1: Introduction and History

Week 2:

M 1/13, T 1/14: Web/Computer Techniques Lab (Phelps)
W 1/15, TR 1/16: History Project/Reading Due (Phelps)

Software (Language)

Definition of 'software': Programs, procedures, rules, and any associated documentation pertaining to the operation of a system.

Instruction Art, Interactivity, Code, Algorithmic Art, Visualization, Database Art (and Categorization), Games, Artificial Intelligence/Life

1/16 Lecture 2: Software

Week 3:

M 1/20, T 1/21: Holiday
W 1/22, TR 1/23: Studio/Lab (Software Reading Assign. Due) (Phelps)

1/23 Lecture 3: Software continued

Week 4:

M 1/27, T 1/28: Studio/Lab (Foundation Room or E-Studio)
W 1/29, TR 1/30: Software Project Due (Phelps)

Hardware (Body)

Definition of 'hardware': The physical components of a (computer) system.

Robotic Art, Machines, Devices, Electronics, Telepresence, Cyborgs

1/30 Lecture 4: Hardware

Week 5:

M 2/3, T 2/4: Hardware Project Introduced/Discussion of ideas (Foundation Room or E-Studio)
W 2/5, TR 2/6: Reading Discussion (Hardware Reading Assign. Due) (Phelps)

2/6 Lecture 5: Hardware continued

Week 6:

M 2/10, T 2/11: Studio/Lab (Foundation Room or E-Studio)
W 2/12, TR 2/13: Hardware Project Due (Phelps)

Network (Interconnectivity)

Definition of 'network': Systems of interconnected components.

Computer Networks, Social Networks, Relational Art, Hacking (System Interventions), Collective Intelligence, Distributed Authorship

2/13 Lecture 6: Network

5PM - 7PM Gallery Show of Hardware (and maybe Software) Projects

Week 7:

M 2/17, T 2/18: Holiday

W 2/19, TR 2/20 Studio/Lab (Network Reading Assign. Due) (Phelps)

2/20 Lecture 7: Network continued

Week 8:

M 2/24, T 2/25: Studio/Lab (Foundation Room or E-Studio)

W 2/26, TR 2/27: Network Project Due (Phelps)

Science (Knowledge)

Definition of 'science': In the broadest sense, science refers to any system of objective knowledge. In a more restricted sense, science refers to a system of acquiring knowledge based on the scientific method, as well as to the organized body of knowledge gained through such research.

Art as Research, Art/Science Collaborations, Objective/Subjective Knowledge, Artistic vs. Scientific Methods

2/27 Lecture 8: Science

Week 9:

M 3/3, T 3/4: Project 4 Introduced (Foundation Room or E-Studio)

W 3/5, TR 3/6: Studio/Lab (Phelps)

3/6 Lecture 9: Final Exam (Details TBA)

Week 10:

M 3/10, T 3/11: Studio/Lab (Foundation Room or E-Studio)

W 3/12 TR 3/13: Science Project/Reading Due (Phelps)

3/13 Lecture 10: Science Project Presentations