

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

**Instructor:** Lisa Jevbratt <jevbratt@arts.ucsb.edu> (I do not read emails sent to any other address)

**Lecture:** Thursday 3:30-4:45, Buchanan 1940

**Class Website:** [http://rosebud.arts.ucsb.edu/~jevbratt/teaching/w\\_20/7d/](http://rosebud.arts.ucsb.edu/~jevbratt/teaching/w_20/7d/)

**Reader:** Links to texts in assignments. User/Password needed for some texts (get from Lisa or TA).

**Sections:** in Arts 1345 (Foundation Room) and Art 2220 (E-Studio)

M/W 11:00-12:50 **TA:** Kio Griffith

M/W 3:00-4:50 **TA:** Xindi Kang

M/W 5:00-6:50 **TA:** Philip Kobernik

T/TR 9:00-10:50 **TA:** Kolaya Wilson

**Supplies:** The required supplies will vary greatly depending on the nature of the projects you choose to work with. You will be using free software.

### **CLASS CONTENT**

The study of the foundations of digital and technological arts in all forms, including the history, theory and practice of 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. By examining, encouraging and enabling creative and inquisitive investigations and uses of technology, this class intends to create a larger awareness of this cross-pollination between art and 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 have generated a common “playground” for arts and sciences allowing interdisciplinary forms of research to emerge.

### **CLASS STRUCTURE**

The class consists of weekly lectures and twice weekly studio sections. The lectures introduce examples of work made in the field. Assignments in the sections will allow the students to explore the issues relevant to the field.

### **ASSIGNMENTS**

The assignment specifications will be provided in the first lecture of each period as well as on the class website.

- **Basic HTML Homepage**

Throughout the quarter you will learn HTML. Making your own homepage is a good place to start. One important reason for including HTML in the class is to give you direct, hands on, experience with the “code layer” that is the foundation of all computer based networks and digital technologies.

- **‘History’ Assignment (Homepage and History assignments = 10% of the grade)**

An assignment to help you start contextualizing your existing art practice in the history of media art.

- **3 Art Projects (each 10% of the grade)**

The projects provide hands on experience with the concepts dealt with in the lectures and readings. 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. They are 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.

- **4 Reading Assignments (each 5% of the grade)**

There will be 4 short reading/writing assignments. The details of each reading assignment will be posted on the class website.

- **Interdisciplinary Imagination Art Project (10% of grade)**

At some point during the quarter you should be attending a science lecture with some of your classmates and together make an imaginative project proposal informed by the lecture. The assignment includes some reading.

- **Final Exam (10% of grade)**

The final will be multiple choice, and includes questions on readings, lectures and HTML. We will do the final in class. We do not meet in finals week.

You can expect to spend 12 hours per week out of class working on projects and readings out of class (this is a 5-unit class). All assignments have to be finished by their due date. Late assignments will lower your grade.

## **GRADING**

In addition to the assignments above your class grade is dependent on engagement in lectures and sections including participation in class activities, discussions, critiques of others work etc. **(20% of the grade)**

## **ATTENDANCE**

The class grade is mitigated by attendance. You may miss only 1 lecture and not more than 3 lectures and sections combined. If you miss more than that it will be reflected in your final grade. If you miss more than 6 lectures and section meetings combined (without a serious and documented cause), or more than 2 lectures, you cannot pass the class.

We will use the app **Arkaive** (<https://arkaive.com>) to record your attendance in the lectures. Please install the app on your phone (or you can use your laptop if you don't have a smartphone). The code you need to log into the 7D class is **GNQD**. Let Lisa know ASAP if you don't have a smartphone or a laptop.

We will be using the app **Slido** to make the lectures more participatory. Please download the app and register at <http://www.sli.do>.

## **POLICY ON THE USE OF ELECTRONIC DEVICES**

No use of electronic devices in class except for accessing the Arkaive app and Slido app for class purposes. If you are using devices in class for other purposes you might be asked to leave.

## **DEPARTMENT OF ART POLICY ON INTELLECTUAL CHALLENGE**

Intellectual challenge and academic rigor are among the foundations of our program. Our faculty fosters communities of inquiry and free speech based in self-awareness, individual responsibility, and an informed world-view. We encourage divergent opinion and cogent argument, believing lively debate, exposure to differing viewpoints, and a certain level of discomfort are essential to intellectual and artistic growth. In our classes, students will be shown work and introduced to theories and practices that may challenge their beliefs and assumptions. Students are expected to think critically rather than react impulsively; to consider opposing viewpoints and others' opinions and experiences with openness and thoughtfulness; and to engage in a manner befitting themselves as artists and scholars in this university, an institution of higher learning.

## 7D SCHEDULE WINTER 2020

### Introduction and History

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Class introduction and brief Computer, Internet and Digital Art History overview.

#### **1/9 Lecture 1: Introduction to Art, Science and Technology**

Week 2 Sections:

M 1/13, T 1/14: Web/Computer Techniques Intro (meet in E-Studio)

W 1/15, TR 1/16: **Basic Homepage and Intro Reading Due**

Web/Computer Techniques Lab (meet in E-Studio)

#### **1/16 Lecture 2: Computer and Media Art History**

Week 3 Sections:

M 1/20, T 1/21: MLK DAY (sections don't meet)

W 1/22, TR 1/23: **'History' Assignment Due** (meet in E-Studio). Critique.

### Investigations – Science/World

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Performative Science, Citizen Science, Biohacking, Environmental Art, The Anthropocene, Data Visualization

#### **1/23 Lecture 3: 'Investigations' 1**

Week 4 Sections:

M 1/27, T 1/28 (meet in Arts 1345): Class Activity (performative science and artistic methodology).  
Discussing 'Investigations' project ideas.

W 1/29, TR 1/30: **'Investigations' Reading Due**. Reading discussion, work on projects

#### **1/30 Lecture 4: 'Investigations' 2**

Week 5 Sections:

M 2/3, T 2/4: work on projects

W 2/5, TR 2/6: **'Investigations' Project Due**. Project critique.

### I – Subjects/Mind

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Social Networks, Identity, Privacy, Avatars, Artificial Intelligence, Games

#### **2/6 Lecture 5: 'I' 1**

Introducing the "Interdisciplinary Imagination Project"

Week 6 Sections:

M 2/10, T 2/10: Class Activity (studying humans using their devices). Discussing 'I' project ideas.

W 2/12, TR 2/13: **'I' Reading Due**. Reading discussion, work on projects

#### **2/13 Lecture 6: 'I' 2**

Week 7 Sections:

M 2/17, T 2/18: PRESIDENTS DAY (sections don't meet)

W 2/19, TR 2/20: **'I' Project Due**. Project critique.

**Inventions – Objects/Body**

Machines and Devices, Robotic Art, Electronics, Micro-controllers, Sensors, Cyborgs

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**2/20 Lecture 7: ‘Inventions’ 1**

Week 8 Sections:

M 2/24, T 2/25: Class Activity (exploring motors and moving objects).  
Discussing ‘Inventions’ project ideas.

W 2/26, TR 2/27: **‘Inventions’ Reading Due.** Reading discussion, work on projects

**2/27 Lecture 8: ‘Inventions’ 2**

Week 9 Sections:

M 3/2, T 3/3: Work on ‘Inventions’ projects

W 3/4, TR 3/5: **‘Inventions’ Project Due.** Project critique.

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**3/5 Lecture 9: Final Exam in Lecture**

Week 10 Sections:

M 3/11, T 3/12: Finalizing the Interdisciplinary Imagination Project

W 3/13, TR 3/14: **Interdisciplinary Imagination Project Due.** Project critique.

**3/12 Lecture 10: Student Presentations: The Interdisciplinary Imagination Project**