

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

Instructor: Lisa Jevbratt <jevbratt@arts.ucsb.edu>

Lecture: Thursday 3.30-4.45, Building 387 Room 101

Class Website: http://128.111.69.4/~jevbratt/teaching/s_08/

There is a required reader available at the associated students print shop.

Sections:

101: M/W 9-10.50 in Kerr Hall 2160, Art 1342, E-Studio (See schedule below)

TA: Charlie Roberts <charlie@charlie-roberts.com>

Section 101 Website: <http://www.charlie-roberts.com/courses/7D/>

102: T/R 1.00-2.50 in Kerr Hall 2160, Art 1342, E-Studio (See schedule below)

TA: Anna M. Knos <annaknos@umail.ucsb.edu>

Section 102 Website: <http://www.annaknos.com/UCSB7D/>

103: M/W 3.00-4.50 in Kerr Hall 2160, Art 1342, E-Studio (See schedule below)

TA: Alejandro Casazi <castanoisaza@umail.ucsb.edu>

Section 103 Website: <http://www.casazi.com/casazi7D.html>

CLASS CONTENT

The study of the foundations of digital and technological arts in all forms, including the history, theory and practice of optical, kinetic, interactive, interdisciplinary 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, Network, Hardware 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.

HISTORY:

- **Project/Reading**

A. Sign up for web account with uweb. Make a homepage specifically for 7D. The homepage will be used to post descriptions of your projects and your reading assignments.

B. Read all the readings listed under "History". Select an artwork, art show, artist, or a new technology mentioned in the readings that you think relates in one way or another (conceptually, aesthetically, poetically etc) to some artwork that you have made (in any medium). Make a webpage containing an image of your artwork and an image representing the chosen artwork/artist/technology. The images you use can be scanned images, images downloaded from the web and/or digital photographs of your artwork. Write a couple of paragraphs statement describing how your artwork relates to the chosen artwork/artist/technology. No explanation is too far fetched. Play with it if it feels like a stretch. Link to the webpage from your homepage.

The goal of the assignment is to give you experience with making a basic web page and to contextualize some of your own art practice within the context of computer, Internet and technological art history.

SOFTWARE/NETWORK/HARDWARE/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 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.

1st meeting 3/31+4/1: Web/Computer Techniques Intro, Intro Project/Reading Introduced (Kerr hall)

2nd meeting 4/2+3: Web/Computer Techniques Lab (Kerr hall)

4/3 Lecture 1: Introduction and History

1st meeting 4/7+8: Web/Computer Techniques Lab (Kerr hall)

2nd meeting 4/9+10: History Project/Reading Due (Kerr hall)

Software (Language)

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

Instruction Art, Code, Algorithms, System Art, Visualization, Interactivity, Databases (and Categorizations, Folksonomy), Games, Artificial Intelligence/Life

4/10 Lecture 2: Software

1st meeting 4/14+15: Project 1 Introduced (Art 1342, E-Studio)

2nd meeting 4/16+17: Studio/Lab (Reading Assign. 1 Due) (Kerr hall)

4/17 Lecture 3: Software continued

1st meeting 4/21+22: Studio/Lab (Art 1342, E-Studio)

2nd meeting 4/23+24: Project 1 Due (Kerr hall)

Network (Interconnectivity)

Definition of 'network': Systems of interconnected components.

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

4/24 Lecture 4: Network

1st meeting 4/28+4/29: Project 2 Introduced/Discussion of ideas (Art 1342, E-Studio)
2nd meeting 4/30+5/1: Reading Discussion (Reading Assign. 2 Due)

4/29 Lecture: Eddo Stern (5PM Embarcadero Hall, mandatory attendance)

5/1 Lecture 5: Network continued

1st meeting 5/5+6: Studio/Lab (Art 1342, E-Studio)
2nd meeting 5/7+8: Project 2 Due (Kerr hall)

Hardware (Body)

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

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

5/8 Lecture 6: Hardware

1st meeting 5/12+13: Project 3 Introduced (Art 1342, E-Studio)
2nd meeting 5/14+15: Studio/Lab (Reading Assign. 3 Due) (Kerr hall)

5/15 Lecture 7: Hardware continued

1st meeting 5/19+20: Studio/Lab (Computer Lab) (Art 1342, E-Studio)
2nd meeting 5/21+22: Project 3 Due (Kerr hall)

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

5/22 Lecture 8: Science

1st meeting 101 and 103 5/26: No Class (Project 4 Introduced in previous section)
1st meeting 102 5/27: Project 4 Introduced (Art 1342, E-Studio)
2nd meeting 5/28+29: Studio/Lab (Reading Assign. 4 Due) (Kerr hall)

5/29 Lecture 9: Science continued

1st meeting 6/2+3: Studio/Lab (Art 1342, E-Studio)
2nd meeting 6/4+5: Project 4 Due (Kerr hall)

6/5 Lecture 10: Selected Student Project Presentations

6/12 Final Exam (4 PM)