

COURSE CONTENT

Course Code	DD2009
Course Title	Survey of New Media
Pre-requisites	NIL
No of AUs	3AU
Contact Hours	39

Course Aims

This course is designed for students who've already taken foundational Art History and is an introduction to the history and development of contemporary artistic practices under the spectrum of New Media. The starting point for the course is the situation where fine arts expanded from traditional forms into a new aesthetical condition. The course also analyses a number of concepts from Cultural Studies that have found a meaningful field in New Media. These studies and discourses will provide a strong knowledge-base for taking further Art History modules that focus on art and technology, as well as being applicable for advanced projects in design, interaction and animation.

Intended Learning Outcomes (ILO)

By the end of this course, you will be able to:

1. Describe the nature and practice of different artistic media within the recent history of the relationship between art and technology.
2. Provide in-depth critique and close contextual analysis of specific New Media artworks.
3. Apply key critical theories and concepts in the development of a New Media-related project.
4. Conduct research into new ideas around New Media, through comparative analysis between different case studies across the field.
5. Articulate constructive discussions with peers where New Media artworks and related issues are debated in a logical, well informed, and creative manner.

Course Content

The course is an introduction to the history and development of different forms of contemporary artistic practice considered under the spectrum of New Media. The starting point of the course is the situation where fine arts expanded from painting, sculpture and other traditional forms into a new aesthetical condition characterized by novel expressions of spatiality, (im)materiality, interactivity and immersiveness, among others.

At this point, the course approaches the association between new technological resources and linguistic and expressive demands within the field of visual culture.

New visual genres and fields encompassed in the survey include electronic, digital and computer art; video/computer games and interactive media; internet, mobile and network art.

The course also analyses a number of concepts from Cultural Studies that have found in New Media a significant field of exposure and development, such as post-humanism, hyper-reality, bio-aesthetics, cyberculture and information society.

Coursework Assignments:

Oral presentations: You will engage in two class presentations, once as speaker and one as respondent. Class presentations adopt two formats: seminars and curatorial projects. The seminar is a visual analysis on the work of a new media artist taken as a case study for the debate on particular issues, concepts or problems. The curatorial project is a proposal for an exhibition on a specific form of new media art.

Written Assignment: The final assignment takes the form of an individual essay following the research methodologies and critical tools developed during the course.