School of Art, Design and Media
Class Schedule for Semester 1 AY2022

S/No	Course Code	Course Title	Faculty Member	Day	Time	Venue	Course Contents	Remarks
CORE COURSE								
1	AP7049 (New course code) AP9049 (Old course code)	Proseminar in Art, Design and Media (Grp 1)	Assoc Prof Chul Heo	Thursday	9.30am to 12.20pm	School of Art, Design and Media (ADM) ART-01-07	This course is designed for first-year graduate students (MA & PhD) in the School of Art, Design and Media (ADM) to introduce intellectual foundations of ADM research exploring the meaning of art and artist in a larger socio-cultural context and diverse research methods to execute scholarly researches in art, design, and media. Students will be acquainted with the major theoretical positions and reinforced the importance of theory for the study of ADM. Through readings, discussions, presentations and (peer) feedback, students will learn scholarly research processes and best practices for conducting and evaluating research with solid theoretical underpinnings and effective research methods. By the end of the semester, students will be able to generate a research prospectus linking a micro aspect of art, design and media with a macro implication in history, aesthetics, technology, culture, and society.	Commence Date: 11-AUG-2022
		Proseminar in Art, Design and Media (Grp 2)	Assoc Prof Chul Heo	Thursday	4.30pm to 7.20pm	School of Art, Design and Media (ADM) ART-01-07		
ELECTIVE COURSE								
2	AP7046 (New course code) AP9046 (Old course code)	Design: An Asian Perspective	Assoc Prof Peer Sathikh	Wed	9.30am to 12.20pm	Learning Hub North (The Arc) LHN-TR+10	Asia is the largest of the seven continents, extending from Turkey in the west to Japan in the east, consisting of 48 countries (49 if Taiwan is included), divided into six regions, with a total population of 5.2 billion people. This represents almost 60% of the world population. Design has been an art form in Asia from the Sumerian period till today, which means that every country has a rich socio-cultural and artistic heritage which can be reflected in the design of artifacts, environment and services. Engagement with the west has transformed these unique societies, resulting in the adaptation of Western technology and style, so much so that design seems to have been 'democratised' as represented by products such as smartphones and automobiles. How can a designer engage with the cultural heritage of Asia in checking this erosion of traditional values while pursuing a lifetime in design in the contemporary world? This course presents an opportunity to discover a personal perspective, which may be expressed through a student's work, that has been illuminated by an informed study of Asia within country in that continent. Through lectures, discussions, field trips and hands-on tutorial exercises, students will investigate design as seen from an Asian perspective. This course is to be taken by graduate students under the direction of a faculty member. By the end of this course, graduate students will have an enhanced appreciation of the topic and understand how it is essential to their research and future career. The advanced knowledge they attain will further consolidate their ability to formulate effective research questions and will inform their subsequent research methodology and analysis.	Commence Date: 10-AUG-2022
3	AP7054 (New course code) AP9054 (Old course code)	Experiencing Art and Technology	Assoc Prof Louis Philippe Demers	Tuesday	9.30am to 12.20pm	School of Art, Design and Media (ADM) ART-B1-03	The body is individual, social, subjective and relational. The body is a representation, an experience, a technology and a site. Bodies can aggregate into spectacles, rituals, political entities and social constructs. The lived experience is deeply rooted in our bodies, it is a continuous occurrence of our body interacting with the environment. You will gain exposure of understanding the body when considered by philosophy, neurology, anthropology, psychology, performance theory, social robotics and artificial intelligence. In turn, these exposures will equally fuel your appreciation of experiencing art & technology and impact your very own processes of making art. This course will especially be relevant for students that have an artistic practice empowering human-centric technologies. The analytical and theoretical aspects of embodiment have gained a vast interest in research over the past decades. Nowadays, embodiment has become important facet of research methodologies found in interaction design, human-machine interfaces, immersive environments, experiential design, spatial and exhibit design and creative robotics to name a few. This course invites graduate students to develop and articulate a component of their artistic research as an investigation on contemporary issues of embodiment. A semester project shall demonstrate this discourse and the format of the project is open to match your practice. It could either be a comprehensive essay or a hybrid that intermixes a prototype with a shorter essay.	Commence Date: 16-AUG-2022 (1st lesson to commence from Teaching Week 2)
4	AP7055 (New course code) AP9055 (Old course code)	Age in the Age of Creative Machine	Assoc Prof Ina Conradi	Tuesday	4.30pm to 7.30pm	School of Art, Design and Media (ADM) ART-02-17	This graduate-level course introduces you to the most recent research and critical machine learning theories in creative fields such as media art, music, performance, and literature. You will review and analyse how machine learning has transformed art and culture by examining and comparing human-based and machine-based art practices and Artificial Intelligence (AI) tools to enhance creativity and production. The course explores the future of creativity, the artist's role, and how machine learning will transform our understanding of what it means to be creative. You will explore cultural, historical, philosophical, and spiritual aspects of creativity and develop unique concepts and artistic prototypes utilising AI's uniquely visual, narrative, and performative potential. This course develops a foundation for students interested in exploring the creative possibilities of AI technologies and how they can assist artists with their creative process for new forms of storytelling, visual arts, and performance.	Commence Date: 16-AUG-2022 (1st lesson to commence from Teaching Week 2)