MAT200A Arts & Technology Seminar
Fall 2004

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Meeting Locations
E-studio, Art Dept, 2nd floor: Monday, Wednesday 5-7pm
HSSB 1174: Guest Lectures: Monday 5-7pm
WELCOME

Engineers, computer scientists, composers, sound engineers, computational designers, physicists, media artists, visual/spatial artists, guitar players....
Course Objectives:

- To provide an overview of the digital media arts discipline by introducing a range of issues, themes, methods, and institutions…

- …through historical and contemporary examples representative of both the theory and practice.

- To understand artistic ‘research’ in relation to the scientific/engineering model
Course Goals: Art & Aesthetics

- Get an overview of the Discipline
- Attempt to define the artistic/aesthetic approach
- Identify the conditions under which it is produced
- Learn how to evaluate an art based project (what are the components: concepts, aesthetics, form, innovation, etc.)
Course Goals: Interdisciplinary Projects

- Bringing specialists together allows for collaborative work.

- Focus on identifying similarities and differences in problem-solving, creativity, and methodologies as practiced in the arts and the sciences.

- To go beyond one’s specialized knowledge set through hybridization (An occasion to stretch your boundaries).

- Synthesize specialized backgrounds into new research and production approaches.
What does the word “FEEDBACK” mean to you?

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Course Goals: Meta Level Discourse

- How do scientists, engineers, artists problem solve?
- “What does it mean that I do what I do?”
- “Why” rather than “How”
  (even though we want you to know how to do it)
Activities:

- Seminar discussion on digital media arts topics
- Visiting lectures, possible field trip(s)
- Reading and research
- Teambased brainstorming
- Collaborative project proposal development
Resources & Textbooks:

- *Digital Art*, Christiane Paul, Thames & Hudson, UK 2003
- *Man + Robots, Symbiotic Art*, L. Moura
- Legrady Mixed Online Resources
- *Intersections of Art, Science, Technology & Culture, Information Arts*, Steve Wilson (online)
Workload:

- Attendance and participation
- Reports on readings, lectures, and presentations
- Research presentations
- Final Project: A team-based proposal for an arts-science research project
From Discipline Specificity to Hybridization:

- First let’s make explicit the methods by which we operate in our discipline (discipline specific teams present their research methods)

- Then, let’s team up with someone from another discipline and see how we can hybridize and synthesize
Collaborative Work Model (Steinheider):

- **Communication**: Enables exchange of data, information and knowledge

- **Coordination**: Manages the dependencies between the actors and activities, integrates and harmonizes individual tasks with view to the superordinate objective (Malone & Crowston, 1994)

- **Knowledge Sharing**: (the most critical) Process of the systematical construction of meta-knowledge which connects between isolated areas of knowledge and expertise (Ganz & Hermann, 1999)

*Interdisciplinary Collaboration in Digital Media Arts: A Psychological Perspective on the Production Process*, Brigitte Steinheider and George Legrady, Leonardo 37:4, MIT Press, Summer 2004
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