In Other Worlds: Art & Artists in Digital Environments



DEPARTMENT OF HUMANITIES

Note for students: This short course outline is provided for planning purposes only. Course information is tentative and subject to change; the final course syllabus will be available by the first day of classes.

Course Code

HUMA 2204/ CLTR 2861, 6.0 A

Course Description

This interdisciplinary course critically examines digital environments including 3D, virtual and augmented realities (VR & AR), and artificial intelligence (AI) as new forms of cultural literacy and artistic expression. Key themes will focus on the impact and potential of interactive/immersive technologies to realize artistic vision in ways that both extend our

understanding of art as well transform art viewers to participants and in some cases, co-creators of art. The course examines digital artforms through three questions:

- What does it mean to create art in the digital age?
- Is digital art really art?
- What does it mean to experience art?

A background in art or digital media is not expected or required to excel in this course. You will develop critical thinking skills through the exploration of, experimentation with, and reflection on new digital and virtual art forms. In the process, your understanding of the complex ways in which socio-cultural norms and technological advancements are both impacted by and reflected in digital and virtual art, underlining the critical role it plays in innovation. Because of the experiential nature of the course, it is imperative that you are able to bring a laptop to class. Please check the technical requirements of the course below and let the course instructor know if this will be problematic for you at the start of the course.

Course Delivery

Delivery Mode: SEMR

This is a highly interactive course in which most of the class time will be made up in-class activities in which you will explore as broad range of art forms and technologies.

Course Materials

You will need access to a laptop or iPad robust enough to play back good quality video. Readings will be provided.

Tentative Grade Breakdown and Deadlines

Assessment	Weight	Mode	Tentative Deadline
Module Assignments	30%	In-class and take-home	Oct 19, Dec 8, Feb 22
Course Engagement	30%	In-person	Throughout course
Reflective Analysis	10%	Take-home	Oct 8, Feb 11
Multimedia Project	30%	Take-home	Apr. 1
	100%		