**The University of the Commons (www.uotc.org) presents**

**DIGITAL ART AND PHILOSOPHY**
**Spring 2013, Session 1**

Instructor: Melanie Swan

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**Time and Location:**
Tuesday evenings, 6:30-8:30 pm February 12 – March 12
(e.g.; 2/12, 2/19, 2/26, 3/5, 3/12)
Location: Emerald Tablet Gallery, 80 Fresno St,
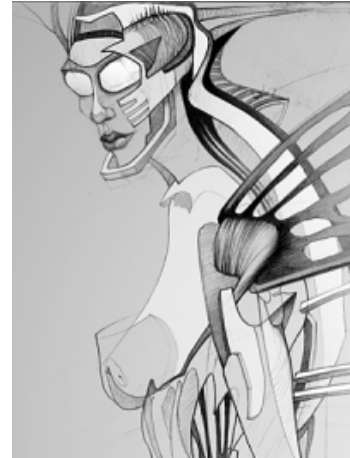North Beach, San Francisco CA 94133

**Required Texts:** None


*Image: Emese Szorenyi*

**Recommended Texts: (available online)**
- Mark Hansen, *New Philosophy for a New Media*
- Christiane Paul, *Digital Art*
- Dominic Lopes, *Philosophy of Computer Art*
- Roger Fry, *An Essay in Aesthetics*
- Martin Heidegger, *The Origin of the Work of Art*
- Martin Heidegger, *The Question Concerning Technology*

**Online Resources:**
- Syllabus with links to the readings and digital artworks discussed:
  www.MelanieSwan.com/documents/PCA

**Course Description and Objectives:**
"Every culture will use the maximum level of technology available to it to make art"
  *- Scott Draves, Generative Artist*

This course explores the ways that computing and the arts are coming together in contemporary society. Philosophical, sociological, and design perspectives of computational and digital arts are considered, where computing, data, and information technology are used as expression medium, subject matter, and conceptual content. Format: lecture and discussion. Optional: respond to the course material in writing, performance, or digital art work. Objective: become aware of the context and philosophy of contemporary computing and digital arts. The course meets for 2-hour sessions, once a week, in this 5-week module.

**Cost:** University of the Commons classes are offered to the public free of charge.

# Course Calendar (topics subject to change)
February – March 2013

**2/12   Introduction. Digital Arts and Philosophy.**
>**Digital Arts Topics:**
>- Digital art definitions, theories, examples
>
>**Philosophy Topics:**
>- Truth (objective versus subjective), creativity, expression

**2/19   The Design Aesthetics of Meaning-Making: Information Visualization**
>**Digital Arts Topics:**
>- Theory and principles of information design and representation
>
>**Philosophy Topics:**
>- What is art? What is ArtTech?
>- The Virtual

**2/26   Creativity Democratization: Performance, Music, Virtual Reality, Gaming.**
>**Digital Arts Topics:**
>- Performance
>- Music
>- Virtual worlds, virtual reality, virtual art, virtual reality simulation
>- Gaming (video games), game design, game theory
>
>**Philosophy Topics:**
>- Performance and performativity
>- Possibility Space - richer models for reacting to realities

**3/5   Natural Aesthetics: Generative Art, SynBio, Biomimicry, SocNets, the Other.**
>**Digital Arts Topics:**
>- Generative art, artificial life
>- Synthetic biology
>- Biomimicry, bioengineering
>- Human social systems, social networks, interaction graphs
>
>**Philosophy Topics:**
>- The Other

**3/12   Portable ArtTech: Identity, Fashion, Wearable Electronics, the Future.**
>**Digital Arts Topics:**
>- Wearable electronics
>- Transformative identity
>- Body modification
>
>**Philosophy Topics:**
>- Cybernetic and Posthuman/Transhuman philosophies
>- Modes of Existence