

COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	THE603	SEMESTER	6 th
COURSE TITLE	History of Digital Art		
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	ECTS
Lecture		3	5
COURSE CATEGORY	General Background		
COURSE TYPE	Compulsory		
PREREQUISITES	(THE400)		
LANGUAGE OF TEACHING and EXAMINATIONS	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	YES (In English)		
URL	https://avarts.ionio.gr/en/studies/undergraduate/courses-descriptions/the603/		
ECLASS	https://opencourses.ionio.gr/courses/DAVA334/		

2. TEACHING RESULTS

Teaching Results
General Skills
<ul style="list-style-type: none"> • Seek, analyze and synthesize data • Autonomous work • Team work • Project design and management • Freedom of thought

3. CONTENT

The course examines the origins of digital art which are traced back to the first graphic works on a personal computer. Then, it goes on examining the emergence of the first animated, illusionist aesthetics of the 1980s, and the employment of digital technology by video artists, to finally focus on digital art and generally the use of digital technology in the artistic creation in various fields, including the Internet. Issues that are further explored include: virtual reality in spatial environments and on the Internet, in relation to its philosophical approaches, the timely interest in the vision of social intervention on the part of net.art avant-garde of the Worldwide Web art, the debate on and the attitude of artists towards the social impact of the rising globalisation of the Information Society.

4. TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD	Lectures	
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	Enhanced by multimedia content. The learning process is supported by the asynchronous e-learning platform e-class.	
TEACHING STRUCTURE	Activity	Semester Workload
	Lectures	39
	Literature Study and Analysis	26

	Practice and Preparation Course Total (ECTS: 5)	26 91
EVALUATION OF STUDENTS	The course progresses with lectures, discussions, and exercises that need to be completed during the semester. For the final evaluation are estimated: lesson participation, development of tasks, completeness of execution, creative approach to the subject, in-depth understanding of the concepts that students are dealing with.	

5. BIBLIOGRAPHY

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Meigh-Andrews, Chris, *A history of video art: development of form and function*. Berg: Oxford New York ca 2006.

Frank Popper, *From Technological to Virtual Art*. The MIT Press: London, 2007.

Christiane Paul, *Digital Art*. Thames & Hudson, 2003.

Mark Tribe, Jana Reena. *New Media Art*. Taschen: Κολωνία 2006.

Lev Manovich, *The Language of New Media*. The MIT Press: Cambridge Mass., 2001.

Rachel Greene. *Internet Art*. Thames & Hudson: Λονδίνο, 2004.

Julian Stallabrass. *Internet Art. The online clash of culture and commerce*. Tate Publishing: Λονδίνο, 2003.

1999. Weibel, "On the History and Aesthetics of the Digital Image", στο *Ars Electronica 84*, αναδ. στο T. Druckrey (επιμ.), *Ars Electronica: Facing the Future. A Survey of Two Decades*, Cambridge, Mass. and London 1999.

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Ματθαίος Σαντορινάιος, *Από τις σύνθετες Τέχνες στα υπερμέσα και τους νέους εικονικούς - δυνητικούς χώρους. Ένα εγχειρίδιο για τον καλλιτέχνη που ασχολείται με την ψηφιακή Τέχνη*. Ελληνικά Ακαδημαϊκά Ηλεκτρονικά Συγγράμματα και Βοηθήματα - Αποθετήριο "Κάλλιπος", 2016.