

COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	THE905	SEMESTER	9 th
COURSE TITLE	Teaching of Art & Creative Technologies		
INDEPENDENT TEACHING ACTIVITIES		WEEKLY TEACHING HOURS	ECTS
Lecture		3	5
COURSE CATEGORY	Deepening Knowledge		
COURSE TYPE	Elective		
PREREQUISITES	-		
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/the905/		
ECLASS	https://e-class.ionio.gr/courses/DAVA334		

2. TEACHING RESULTS

Teaching Results
Participants are expected to: <ul style="list-style-type: none"> • concentrate on the essential characteristics of the “medium”, to identify correlations and demonstrate causal effects, without the meanings being degraded in language games and the common sense being lost • to analyze, synthesize data and information, help their students to collect data without accumulation and misuse of information, and be able to manage the problem of the intangible, • to design many and different activities using the necessary technologies in the teaching of art courses to meet and satisfy the needs of each student • to suggest reasoned teaching practices and uses of digital technologies • to acquire specialized knowledge on the design of integrated educational programs in the field of Art and Technology
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 explores and reinforces the relationship between art, technology and education. It analyzes the integration of creative and emerging technologies in Art Teaching and sets out its practices, themes, and possibilities. Emphasis is placed on acquiring knowledge related to the teaching of digital art creation and its methods, as well as on the management of creative technologies that are appropriate for the school environment of learning (in Primary and Secondary Education). At the same time, special emphasis is placed on the practical experience of students by incorporating creative technologies into the curriculum and creating expressive digital art and other audiovisual and appropriate digital tools and materials for their use in the classroom. Students will be encouraged to work in an innovative way with creative materials and digital technologies and means and combine them with interdisciplinary, cooperative and playful pedagogical methods. Examples of such technologies include digital manufacturing tools such as 3D printing, laser engraving machines, smart materials such as e-Textiles, robotics and interactive systems and

programming environments such as Scratch, Processing, MAX / MSP. Furthermore, the course will encourage the exploration of hybrid digital methods such as data visualization, augmented reality, video projection mapping and the distribution of information through social networking, as implemented in Web 2.0 communities such as Facebook, Twitter and Flickr. Particular emphasis will be given to the use of new and emerging digital tools and materials that are intrinsically linked to the most well-known laboratory materials such as clay, paint, and cardboard.

1st Week

Teaching of Art courses, challenges of the global and new technology. New media and alternative teaching suggestions, constant connectivity, multicultural reality as well as with respect to the cyberspace, the globalization, virtual reality and the present culture

2nd Week

New media and combination of languages, dissolution of the generic frontiers -Learning strategies, case-by-case methods (critical teaching, exploratory learning, interdisciplinary approach, socio-knowledge theory)

3rd Week

Ways of expression, language as a code (social practices) and space of information and attention management: the visual concept of the cognitive process, poetics of navigation, the seduction of images, written discourse, oral speech, acoustic skills, audio landscapes, orientation or disorientation within space, eventuality of aesthetic values

4th Week

Network and perpetual transition process. Use of criteria of relevance, relationship, cause, effect to the homogenizing logic of network communities: Analysis of morphological characteristics (from the words to the pictures, object, vertical, horizontal, beauty, symmetry, law of rhythms, exuberance, use of color, shapes and colors, time, space)

5th Week

Digital art- Internet art with unlimited possibilities and a cultural field that offers real acts of resistance (learning projects for school students)

6th Week

New artists' roles (from work to experience) - the pluralistic and polyphonic face of the artist - Network artistic activism- social, cultural, educational aspects

7th Week

Creativity - Stages of the creative process-creative persons' skills-creative construction tools

8th Week

Digital materiality - New issues for educational programs. Digital tools and materials that are intrinsically linked to the laboratory materials such as clay, paint, and cardboard

9th Week

Artistic creation, visual and acoustic tools, interactive systems and programming environments such as: Scratch, Processing, MAX / MSP

10th Week

Digital narration - Interactive narration - Illusion, narration and interactivity

11th Week

Cultural practices (folk culture as a field of atomic and collective expression) as digital representations, e-culture politics, intercultural education

12th Week

Art and digital games (gamification)

13th Week

Software and websites. Design thinking, creative thinking and problem solving

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	<table> <tr> <td>Activity</td><td>Semester Workload</td></tr> <tr> <td>Lectures</td><td>39</td></tr> <tr> <td>Literature Study and Analysis</td><td>56</td></tr> <tr> <td>Practice and Preparation</td><td>30</td></tr> <tr> <td>Course Total (ECTS: 5)</td><td>125</td></tr> </table>	Activity	Semester Workload	Lectures	39	Literature Study and Analysis	56	Practice and Preparation	30	Course Total (ECTS: 5)	125
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Course Total (ECTS: 5)	125										
EVALUATION OF STUDENTS	Written examination + workshop performance/assignments or Projects/Assignments as an evaluation method										

5. BIBLIOGRAPHY

Eagleton, T. (2006). *Η ιδεολογία του αισθητικού*. Αθήνα: Εκδόσεις Πολύτροπον.
 Καστοριάδης, Κ. (2008). *Παράθυρο στο χάος*. Αθήνα: Εκδόσεις Ύψιλον.
 Moles, A. (2005). *Θεωρία της πληροφορίας και αισθητική αντίληψη*, Αθήνα: Εκδόσεις MIET.
 Castane, H. (2011). *Λέξη και εικόνα*. Πάτρα: Εκδόσεις Orpportuna.