


Subject code: IFI7104	History and Visions of Interactive Media	
Amount ECTS 4	<b>Amount of contact lessons:</b> 28	<b>Study semester:</b> A2
Objective:	<p>The objective of the course is to examine changes in art on crossroads of science, painting, photography, design, film, video and electronic technologies.</p> <p>To create opportunities for the development of knowledge on history of interactive media and arts.</p> <p>To support the development of skills of discussion on network and communication technologies in relation to historic and cultural background.</p>	
Course description: (incl. description of the content of independent work in accordance with the determined amount of independent work)	<p>A lecture and seminar course providing introduction to history of technology in arts. Main attention is on developments of last two centuries, changes in history of technological invention and artistic innovations. Main attention is given to defined artistic trends, not detached isolated cases. In discussing the origin of creative directions or art movements, both intentionality and spontaneity can be seen in their evolution. Movements of artistic practice originate through the unification of the desires, interests and practices of artists. These movements are formed into international trends by artists themselves, theorists or artistic institutions after the fact or in real time.</p> <p>In the course most recent and controversial art practices are observed, like software art, transgenic art and hybrid art.</p> <p>Independent work concerns student ability to research further using available sources on- or offline.</p>	
Learning outcomes:	<p>Learner knows history of interactive media and electronic arts.</p> <p>Learner is able to write critical essays of contemporary new media.</p> <p>Learner acquired additional skills of oral and written expression.</p> <p>Learner is able to give examples on changes in media environment from his own experience which is related to previous media technologies.</p> <p>Learner is finds independently additional information of questions of new media and interactivity.</p>	
Form of evaluation:	Form of evaluation is exam: written analytical work on a specific subject (seminar paper) which is presented in oral form in front of the class.	
Lecturers:	Raivo Kelomees, professor	
Title in English:	History and Visions of Interactive Media	
Prerequisite subjects:	-	

Compulsory literature:	<ul style="list-style-type: none"> <li>- L. Manovich, The Language of New Media. Cambridge: MIT Press, 2001.</li> <li>- O. Grau, Virtual Art: From Illusion to Immersion. Cambridge, London: MIT Press, 2003.</li> <li>- Raivo Kelomees, Aura of Multilocal Artworks. - <a href="http://web.mit.edu/comm-forum/mit6/papers/Kelomees.pdf">http://web.mit.edu/comm-forum/mit6/papers/Kelomees.pdf</a></li> </ul>
Replacement literature:	<ul style="list-style-type: none"> <li>- C. Paul, Digital art. London: Thames &amp; Hudson, 2003.</li> <li>- R. Greene, Internet art. London ; New York : Thames &amp; Hudson, 2004.</li> <li>- S. Zielinski, Deep Time of the Media. Toward an Archaeology of Hearing and Seeing by Technical Means. Cambridge: MIT Press, 2006.</li> <li>- F. Popper, From Technological to Virtual Art. Cambridge: MIT Press, 2007.</li> <li>- Raivo Kelomees, Postmateriality in Art. Indeterministic Art Practices and Non-Material Art. PhD Thesis, Estonian Academy of Arts, 2009. For reading: English-language Summary.</li> <li>- Information on the internet.</li> </ul>
Requirements for participating in studies and taking exams/assessments	Requirements for taking an exam: writing analytical essay on specific topic. The presentations of the essays will take place during the last 2 sessions: December 7 and 14.
Requirements for independent work	The students are collecting independently examples from media culture and technological history which illustrates topics covered during classes.
Exam evaluation criteria or minimum level necessary to pass assessment	<p>Grading criteria of the essay:</p> <p>1st criterion – quality of reading and interpretation of the literature</p> <p>2nd criterion - rational, depth and reference soundness of the essay</p> <p>3rd criterion – presentation and discussion skills</p> <p>‘A’ (excellent) – an outstanding and excellent level of achievement of learning outcomes characterised by free and creative use of knowledge and skills beyond a very good level;</p> <p>‘B’ (very good) – a very good level of achievement of learning outcomes characterised by purposeful and creative use of knowledge and skills. Un-substantive and non-conceptual errors may occur with regard to specific and detailed knowledge and skills;</p> <p>‘C’ (good) – a good level of achievement of learning outcomes</p>

	<p>characterised by purposeful use of knowledge and skills. Uncertainty and inaccuracies may occur with regard to specific and detailed knowledge and skills;</p> <p>‘D’ (satisfactory) – a sufficient level of achievement of learning outcomes characterised by the use of knowledge and skills in typical situations. Deficiencies and uncertainties may occur with regard to non-standard situations;</p> <p>‘E’ (poor) – a minimally acceptable level of achievement of learning outcomes characterised by limited use of knowledge and skills in typical situations. Significant deficiencies and uncertainty may occur with regard to non-standard situations;</p> <p>‘F’ (fail) – the level of knowledge and skills acquired by a student remain below the required minimum ‘F’ is a negative outcome and the essay needs to be resubmitted after significant improvements.</p>
<p>Additional information on course content, division of course by topics, incl. times of contact lessons taking place in the form of seminar.</p>	<p>Topics that will be covered within the course:</p> <ol style="list-style-type: none"> <li>1. Media archeology and predecessors of new media.</li> <li>2. Synaesthesia and new media: synaesthetical developments in arts</li> <li>3. Art after II WW: kinetics and participation.</li> <li>4. Happening, fluxus, action: participation strategies from 1950s.</li> <li>5. New media and critical approach in art.</li> <li>6. Interactive and virtual art.</li> <li>7. Creative machines and indeterministic art practices.</li> <li>8. The multi-local and immaterial body of a work of art.</li> <li>9. Shared authorship: dispersal of the artist in electronic fields.</li> <li>10. Bio art, transgenic art.</li> <li>11. Net.art, software art, hybrid art.</li> </ol>

Unit in charge of subject:	Institute of Informatics
Name of person compiling course programme:	Raivo Kelomees
Signature:	
Date:	25.10.2011

