Course title	History of Digital Arts				
Course code	BIMA-364				
Course type	Compulsory				
Level	1st Cycle				
Year / Semester	3rd				
Teacher's name	Dr Maria Christoforou				
ECTS	6	Lectures / week	12	Laboratories / week	
Course purpose and objectives	The main objectives of the course are to: • Introduce the student to Digital art, focusing on the computer or any other technological usage as a medium for artistic expression by discussing and viewing the works of historical and contemporary digital artists. • Appraise the principles and practices that such artists must master to take full advantage of the emerging and dynamic visual medium. • Develop an understanding of the hype surrounding digital culture and where radical rethinking is required. • Enhance the knowledge on the artistic aspects of virtual reality and the tele-body extension of the human senses. • Examine the artistic aspects of digital artworks.				
Learning outcomes	On completing the course, students are expected to be able to: 1. Identify the three digital art periods. 2. Recognize the characteristics of the three digital art periods. 3. Develop critical thinking and be capable to compare the three digital art periods. 4. Understand and appreciate digital art pieces and identify their characteristics. 5. Analyze the role of the artist in the digital age. 6. Analyze and discuss terms such as: Cyberspace - cyberpsycological feature, human computer interaction, artificial intelligence, virtual reality, telepresence and cyborg. 7. Generate new ideas (creativity) using Multimedia software and techniques. 8. Present their own digital art piece and identify it as equal as any other art medium. 9. Apply knowledge in practice.				
Prerequisites	BIMA-250		Required		

Course content	Introduction to History of computing and digital Media. The hype surrounding digital culture. The characteristics of the three digital art periods through representative digital artworks. Artist in nowadays. Cyberspace, human Interaction, Cyborg. The role of the artist in the digital age. Artificial intelligence, virtual reality, telepresence. The basic artistic applications of thinking and the creative process. The relevance of the technological usage compared to the conceptual references of an artwork. Creative practice concept and technology.
Teaching methodology	Lectures, lab presentations, lab tutorials, individual/group tutorials, practical exercises, assignments and projects.
Bibliography	Christiane Paul, Digital Art (World of Art), Thames & Hudson Ltd, 2023, 978-0-500-20480-1 How to Thrive in the Digital Age, Tom Chatfield, Macmillan Ltd, 2012, 9781447202318 Digital Culture, Charlie Gere, Reaktion Books Ltd, 2008, 9781861893888 Digital Art and Meaning, Roberto Simanowski, University of Minnesota Press, 2011, 9780816676767, ebook Digital Art History, Anna Bentkowska-Kafel, Trish Cashen, and Hazel Gardiner Intellect Books Ltd, 2005, 9781841509105, ebook Going Digital, Joseph Nalven and J. D. Jarvis, Course Technology, Incorporated 2005, 9781592009183, ebook The Computer in the Visual Arts, Anne Morgan Spalter, Addison-Wesley Company, 1999, 0201386003
Assessment	Class attendance and performance, assignment, mid-term (written), project (practical)
Language	English