



Course Syllabus

Course Code	Course Title	ECTS Credits
MULT-364	History of Digital Arts	6
Prerequisites	Department	Semester
MULT-250	Design and Multimedia	Fall/Spring
Type of Course	Field	Language of Instruction
Required	Applied Multimedia	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Maria Christoforou	3 rd
Mode of Delivery	Work Placement	Corequisites
Face-to-face	N/A	None

Course Objectives:

The main objectives of the course are to:

- Introduce the student to Digital art, focusing on the computer as a medium for artistic expression by discussing and viewing the works of contemporary multimedia developers, artists, designers, and photographers (digital artists).
- Develop an understanding of the principles and practices that such artists must master in order 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.
- Develop critical thinking and communication skills regarding the artistic aspects of multimedia works.

Learning Outcomes

After completion of 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 terms such as: Cyberspace - Cyberpsychological Feature, Human Computer Interaction, Virtual Reality, Telepresent 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.

Course Content:

1. Introduction | History of computing and digital Media. The hype surrounding digital culture.
2. The First Digital Period | Assignment Brief: The characteristics of the three digital art periods. Distinguish a digital art work, classify it as to its historical background and recognize its main design characteristics. Individual assignment tutorial and feedback.
3. The Second Digital Period. Individual assignment tutorial and feedback.
4. The Third Digital Period. Individual assignment tutorial and feedback.
5. Artist in nowadays | Cyberspace | Human Interaction. The role of the artist in the digital age. Assignment Submission
6. Virtual Reality-Telepresent -The basic artistic applications of thinking and the creative process
7. Cyborg - The relevance of the technological usage compared to the conceptual references of an artwork. Revision
8. Gallery Visit
9. Project development: Individual tutorials, feedback and group critique.

Learning Activities and Teaching Methods:

Lectures, lab presentations, lab tutorials, individual/group tutorials, practical exercises, assignments and projects.

Assessment Methods:

Assessment Type
Participation
Assignment
Mid-Term (written)
Project (practical)

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Christiane Paul	Digital Art	Thames & Hudson Ltd	2015	9780500204238

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
How to Thrive in the Digital Age	Tom Chatfield	Macmillan Ltd	2012	9781447202318
Digital Culture	Charlie Gere	Reaktion Books Ltd	2008	9781861893888
The Computer in the Visual Arts	Anne Morgan Spalter	Addison-Wesley Company	1999	0201386003
New Media in Late 20 th -Century Art	Michael Rush	Thames & Hudson, Limited	1999	0500203296

Digital Art and Meaning	Roberto Simanowski	University of Minnesota Press	2011	E-Book 9780816676767
Digital Art History	Anna Bentkowska-Kafel, Trish Cashen, and Hazel Gardiner	Intellect Books Ltd	2005	E-Book 9781841509105
Going Digital	Joseph Nalven and J. D. Jarvis	Course Technology, Incorporated	2005	E-Book: ISBN: N/A PRINT ISBN: 9781592009183