



<b>Course Code</b> MULT-364	<b>Course Title</b> History & Development of Digital Arts	<b>ECTS Credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Spring	<b>Prerequisites</b> ART-281
<b>Type of Course</b> Major Requirement	<b>Field</b> Applied Multimedia	<b>Language of Instruction</b> English
<b>Level of Course</b> 1 <sup>st</sup> Cycle	<b>Year of Study</b> 2 <sup>nd</sup>	<b>Lecturer</b> Maria Christoforou
<b>Mode of Delivery</b> face-to-face	<b>Work Placement</b> N/A	<b>Co-requisites</b> None

#### **Objectives of the Course:**

The main objectives of the course are to:

- Introduce students 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)
- Thoroughly discuss the principles and practices that such artists must master in order to take full advantage of the emerging and dynamic visual medium
- Make students aware of the hype surrounding digital culture and where radical rethinking is required
- Enhance the knowledge on the artistic aspects of multimedia applications and about virtual reality and the tele-body extension of the human senses
- Develop into students critical thinking and communications skills regarding the artistic aspects of multimedia works

#### **Learning Outcomes:**

After completion of the course students are expected to be able to:

1. Show an understanding of digital art and the history of computing in art.
2. Identify the three digital art periods by recognizing the characteristics of these periods.
3. Demonstrate critical thinking regarding the three digital art periods.
4. Critically analyze the role of the artist in the digital age.
5. Analyze and appreciate the historical significance of terms such as cyberspace, Cyber, Cyborgs, Human computer interaction, Virtual reality, Telepresence.
6. Conceptualize new multimedia software and techniques.
7. Demonstrate and create digital art pieces and apply self-critique in comparison with contemporary works of digital art.

#### **Course Contents:**

1. Introduction to History of Computing.
2. The hype surrounding digital culture.
3. 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.
4. The role of the Artist in the Digital Age
5. The basic artistic applications of thinking and the creative process.
6. The relevance of the technological usage compared to the conceptual references of an artwork.

**Learning Activities and Teaching Methods:**

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments
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**Assessment Methods:**

Participation, Homework, Assignment, Mid-Term ( written), Project (practical)
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**Required Textbook/Readings:**

Authors	Title	Publisher	Year	ISBN
Christiane Paul	Digital Art	Thames & Hudson, Limited	2008	0 500 20398 9

**Recommended Textbooks/Reading:**

Authors	Title	Publisher	Year	ISBN
Anne Morgan Spalter	The Computer in the Visual Arts	Addison-Wesley	1999	0 201 38600 3
Michael Rush	New Media in Late 20 <sup>th</sup> -Century Art	Thames & Hudson, Limited	1999	0 500 20329 6
Iwona Blazwick & Simon Wilson	Tate Modern the handbook	Tate Gallery Publishing Limited Millbank	2001	1 85437 3129
Peter Lunenfeld	Snap to Grid	MIT Press	2000	0 262 1222 6
William Gibson	Neuromancer	ACE	1984	0 441 56956 0