

Teaching and Technology

Pratt Institute | 2015

Digital Art Pedagogies

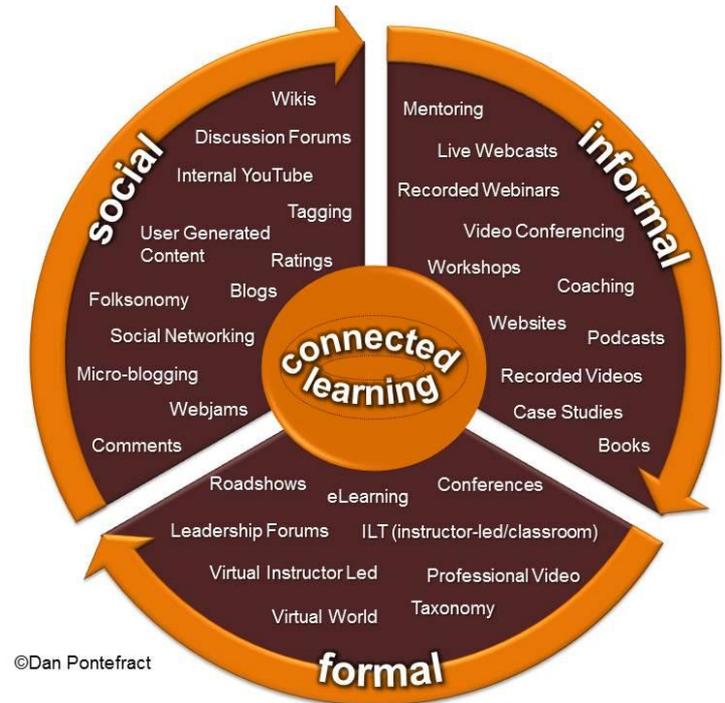
Connected Learning:

- Teacher Agency
- Interest-Driven Learning
- Peer-Supported Learning
- Openly Networked Classrooms



Interfaces & Platforms

- Learning Management Systems
- Collaborative Learning
- DIY Web Design
- Assistive Technologies
- Learning Resources & Digital Museums
- Games and Play



Digital Tools, Software and Hardware

- Hardware
- Software
- Online Tools
- Social Media
- Tablet Apps



Connected Learning Environments

- Engaged Classrooms
- Inclusion: Working with Special Needs Populations
- Museums and Cultural Spaces
- Family & Community Partnerships



Digital Art and New Media Literacies

Historical and contemporary examples of digital art making



Maurizio Bolognini

PhotoLab



- Digital Imaging
- Photoshop Experiments
- GIF Generators and Animations

SoundLab



- Field Recordings
- Oral Histories and Podcast
- Musical Experiments
- DIY Radio & Digital Tools

FilmLab



- Basics of Filmmaking with Youth
- Stop-Motion
- Flipbooks and Phenakistoscopes
- Using Digital Tools

Interactive Technology and Participatory Design



- Basics of Web Design
- Digital Storytelling & Social Media
- Game Play
- Participatory Art
- Physical Computing

Final Project

Individual or Group-based:

1. ArtTECH: Project-Based Learning
2. MakerSpace: Learning Plan
3. Net.Artwork: Digital Artwork & Lesson Plan