Digital Art Pedagogies

Pratt Institute | Spring 2015

Concepts + Strategies

1. **Blended Learning**
   a. face-to-face learning + digital content

2. **Flipped Classroom**
   a. Instruction out of school; Homework in school

3. **Digital Studio / MakerSpace**
   a. Hanging out, messing around, geeking out (HOMANGO)

Blended Learning

Flipped Classroom

HOMANGO

4. Open Learning

- Online learning communities
- Making content publ
- MIT opencourseware
- Innovation Challenge

5. Connected Learning

Learning Principles:

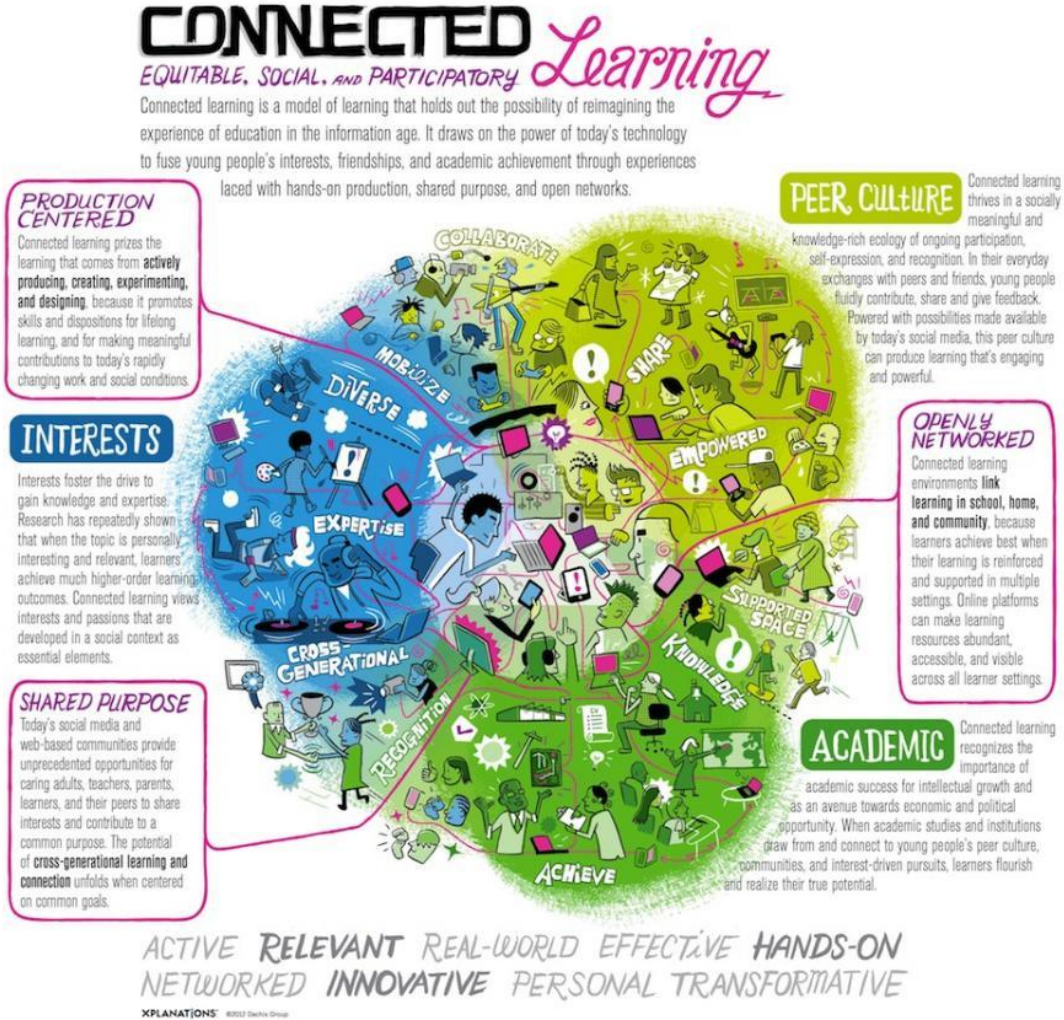
- Interest-powered
- Peer-supported
- Academically oriented

Design Principles

- Production-centered
- Openly networked
- Shared purpose

[Institute of Play Video]

[Quest to Learn Video]



What do these strategies have in common? How do they differ?

Challenges to Digital Arts Pedagogy

1. Not enough time
2. Obsolescence and incompatibility
3. Competing forces of change and resistance
4. Online social networking and participatory culture
5. Technology pedagogy is not just about technology

Aims of art education in the 21st century

1. understanding new media, networking and creative capabilities of the Internet;
2. educating learners as global citizens;
3. cultivating compassionate teachers;
4. conceptualizing this work as eclectic and incomplete.

New Media?

A "media ecology where more traditional media, such as books, television, and radio, are converging with digital media, specifically interactive media and media for social communication"

What are new media literacies?

Cultivating Media Literacy

1. Understanding how media operates within social systems and popular culture
2. Critiquing and *seeing* media in new ways
3. Creating your own media

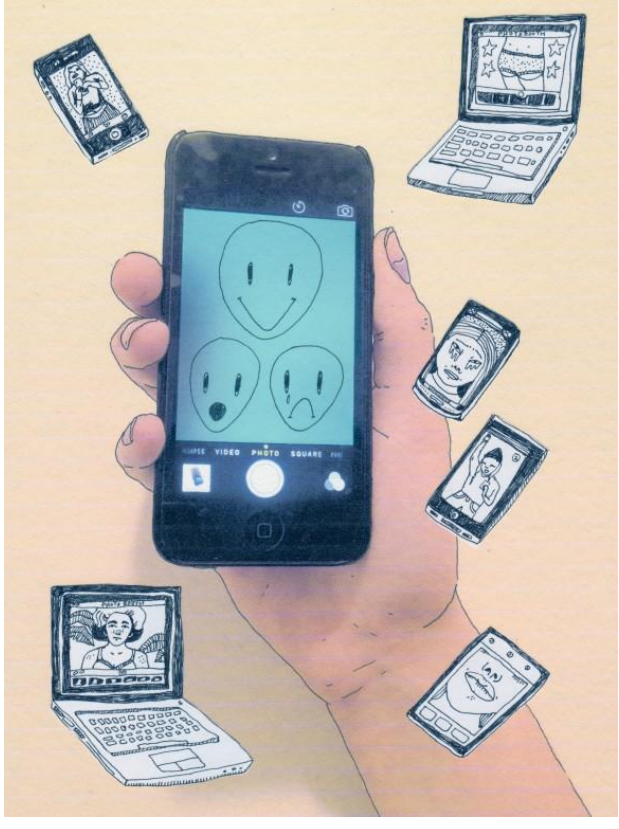
Media literacy requires the understanding that the development of art historians and artists (including tlie deconstruction of non-textual material) is directly related to formalism, semiotics, content, and aesthetics.

Contemporary Art+Tech Practices

Postmodern principles (from Olivia Gude):

1. Layering
2. Juxtapositioning
3. Hybridization

What else would you add?



Arts Technology Implementation

- Do not focus on teaching the software. (lesson is project-driven.)
- Teach students to be flexible about interfaces.
- Emphasize pre-production.
- Integrate traditional materials with the post-production process.

Arts Technology Implementation

- Use the Internet for visual research.
- Create a culture of responsible use.
- Incorporate dialog about technology into your art discussions.
- Introduce new media contemporary art.

Digital Self Portrait

Drawing

Digital Image

Scenario: Blended Learning / Flipped Classroom

- **Setting**: Middle School in Bed-Stuy, Brooklyn
- **Challenge**: You're principal is asking all teachers to integrated flipped/blended learning ideas into their lesson plans and overall curriculum. How could you introduce this into the art classroom?

Scenario: Digital Studio / Makerspace

- **Setting**: High School in the South Bronx
- **Challenge**: Your school was just awarded a grant to transform the library into a “media commons” that will include sound/film production equipment, computers, tablets etc. How do you integrate this into your classroom and develop a studio-model to take advantage?

Scenario: Connected Learning

- **Setting**: Elementary School - Astoria, Queens
- **Challenge**: You work at a new charter school exploring themes of technology and global citizenship. The principal wants to see an overall strategy for how music and visual arts will use connected learning strategies in the classroom.