



CRITICAL
INTERMEDIA

ART

/CIA/

'Critical' an attitude

Unwilling to accept unexamined answers \leftrightarrow respect for history

Suspicious of unquestioned norms and practices

The mindset for experimentation

'Intermedia' a contemporary art emphasis

Seeking dialogue between different creative media

Teaching/Learning model:

Laboratory style

Artistic creation as experiments

Emphasis on 'discovery'

Theory-driven, practice via art-making

Lecture, discussion, studio, workshop integrated...

There are **3** converging study areas...

Critical Theory of
Everyday culture
Urban space

Audio-visual Culture
Contemporary / Media Art

DIGITAL LITERACY
computer programming
interactivity
electronics

CRITICAL INTERMEDIA ART /CIA/

Perception

Interaction

Critical Questioning

Technological Literacy

VISION

CRITICAL INTERMEDIA ART /CIA/

Cultural/urban studies and creativity

Experimental art

Interactive and computer-based art

Integration of critical theory and artistic creation

Game and play studies

Philosophies/theories/histories of arts and media

User design and research

TOPICS

Core Courses

- Core courses
[Open document](#)

CIA websites

- CIA official website / [Link](#)
 - Sample works from various courses / [Link](#)
 - CIL Bulletin (news) / [Link](#)
 - 'Lithium Carbon'
- (CIA students' work annual showcase 2010) / [Link](#)
- Study Tour in Germany 2007 / [Link](#)

CRITICAL INTERMEDIA ART /CIA/

Lilian FU

Care for the city of HK

Cultural heritage / Visual Research / Animation

'Cut & Past' – an animated video collage:

Found footage of old HK + interview research w/ Stello So

[\[link to work\]](#)

A board game exercise:

[\[link to work\]](#)

STUDENT WORKS

Visual Ethnography (SM4134) / Graduation Thesis (SM4140) / Game & Play Studies (SM2259)

After graduation:

'Pick Up & Put Down' – an RTHK-commissioned animation

[\[link to work\]](#)

Currently: in graduate studies at the London School of Film & TV

[Her website](#)

[Her portfolio](#)

CRITICAL INTERMEDIA ART /CIA/

Howard CHENG
Perceptual Experiments
Visual Research
Playing with Time & Space

'Doors'

STUDENT WORKS

Micro Narratives (SM2202)

HK IFF 2008

Art/video events in 10 cities in Europe and Asia

[\[link to work\]](#)

Currently: an exhibition designer

[portfolio](#)

CRITICAL INTERMEDIA ART /CIA/

Perceptual Experiments
Critical Questioning
Interaction

‘Your Eyes’

(YEUNG Hiu-Ka / TSANG Wing-man)

[\[view documentation\]](#)

STUDENT WORKS

Game & Play Studies (SM2259)

CRITICAL INTERMEDIA ART /CIA/

Fiona Lee (Lee Wing-shan)

“Light of My Life”

[\[view documentation\]](#)

16th IFVA (2011) – Interactive Media Category

“Table Obscura”

Silver Award, 15th IFVA (2010) – Interactive Media category

STUDENT WORKS

Sonic Art & the History of Sounds and Noises (SM4143)

Cultures of Mediated Perception (SM2204)

SM4146 Portfolio & Practicum

All CIL students have to complete a **digital portfolio** before graduation.

The digital portfolio is a **presentation of selected works** from the 3-4 years of work with narratives to explain one's artistic purposes and beliefs, development, strengths and variety of skills.

The portfolio must also document a student's outreach/professional experience as a student. (That could be internship in a media organization, volunteer work in art events, cultural activist participation, experience of hosting creative workshops for secondary schools, participation in a festival or exhibition etc.)

See: <http://criticalintermedia.scm.cityu.edu.hk/>

Action Projects (AP)

Starting 2009-2010, CIL students can participate in one or more of the following AP's created for all BACM students. These "action group" activities are highly related to the CIL curriculum. They were first initiated and experimented within the CIL in the past few years, now open to all BACM students.

*Exhibition

*Media Art Criticism

*Study Tours for media & contemporary art

GT (graduation thesis) projects 2007-...

Video

Story-telling & narrative games
Cross-genre
Documentary (cultural heritage, city space)
Creating new audio-visual experience

Animation

Research-based animation
Cultural criticism
Experimental

Web Archive

Slimming culture
In search of Yuen Long
Virtual tourism & space-making in Tai Hom Village

Book-making

Game design & game theory

Installation / theatre

Code-based programmed multimedia works / interactive fiction

[Link to thesis projects](#)

CRITICAL INTERMEDIA ART /CIA/

INTERNSHIP / PRACTICUM / PORTFOLIO

/ Film festivals / art exhibitions /

/ cultural management /

/ Book-publishing /

/ television stations / production houses /

/ animation /

/ community projects /

/ creativity and media art workshops /

CRITICAL INTERMEDIA ART /CIA/

GRADUATE STUDIES

- / UCLA: [Media Art & Design](#) /
- / Carnegie Melon U: [Fine Arts](#) /
- / Goldsmiths-London U: [Urban studies & Photography](#) /
- / Kings College–London U: [Critical Theory](#) /
- / U of Oslo: [Media Studies](#) /
- / Concordia University: [Digital Media](#) /
- / Central St. Martins (London): [Fine Arts](#) /
- / Pratt Institute (NYC): [Photography](#) /
- / London School of Film & Television: [Animation](#) /
- / Lingnan University (HK): [Cultural Studies](#) /
- / Hong Kong University: [Landscape Architecture](#) /

Others: arts management, digital media design, cultural studies,
comparative literature, fine arts

CRITICAL INTERMEDIA ART /CIA/

EMPLOYMENT of CIA graduates

(art) education

[secondary schools, primary schools, IVE]

art administration

web design / multimedia production

advertising

journalism / publishing

[SCMP, National Geographic, 三联]

TV & Film

(writer, art direction, production) [nowtv, ontv, Cable TV, TVB]

cultural management

[Asian Games - media management, sports management]