

City University of Hong Kong

Information on a Course
offered by School of Creative Media
with effect from Semester A in 2007 / 2008

This form is for completion by the *Course Co-ordinator*. The information provided on this form will be deemed to be the official record of the details of the course. It has multipurpose use: for the University's database, and for publishing in various University publications including the Blackboard, and documents for students and others as necessary.

Please refer to the *Explanatory Notes* attached to this Form on the various items of information required.

Part I

Course Title: Network Art and Collaborative Creativity

Course Code: _____

Course Duration: One semester

No. of Credit Units: 3

Level: B2

Prerequisites: (Course Code and Title) SM2258 Creative Electronic Workshop

Precursors: (Course Code and Title) _____

Equivalent Courses: (Course Code and Title) _____

Exclusive Courses: (Course Code and Title) _____

Part II

1. Course Aims:

This course aims at providing a platform for students to explore new art-making methods through activities that involve creative usage of communication tools from telephone, snail mail to instant message software on the net.

Class activities will be designed to address the following:

- 1) To encourage the students to look into their daily social experiences and transform them into artworks.

- 2) To investigate the concept of collaborative creativity by building up the community through artworks.
- 3) To develop a critical perspective over the adoption of different communication tools in our society.
- 4) To critically reflect upon the significance of medium specificity as a key notion in contemporary art.

In order to build their own web project at the end of the semester, a series of technical workshops on dynamic web authoring and multi-user application development will be offered to the students.

2. Course Intended Learning Outcomes (CILOs)

(state what the student is expected to be able to do at the end of the course according to a given standard of performance)

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighing (if applicable)
1.	Produce artworks that could reflect their understanding of network art	
2.	Produce artworks with their own social networks	
3.	Master the knowledge of server technology and to build their own web application(s)	
4.	Explore new art-creation methods through collaborations with participants outside the school	

3. Teaching and Learning Activities (TLAs)

(designed to facilitate students' achievement of the CILOs)

ILO No	TLAs	Hours/weeks (if applicable)
CILO 1	-Lectures on the topics of Network art and creative usage of communication tools (from mail art to internet art)	4 weeks
	-Presentation and critique of students' research project / artworks	1 week
CILO 2	-Workshops on web community building	1 week
	-Presentation and critique of students' research project / artworks	1 week
CILO 3	-Dynamic web authoring and server technology workshops (e.g. php, mySQL, xml)	3 weeks
	-Multi-user application workshops (e.g. Media server, XMLsocket)	2 weeks
	-Presentation and critique of students' research project / artworks	1 week
CILO 4	Discussion / collaborations through online forum or bulletin board	continuous

4. Assessment Tasks/Activities

(designed to assess how well the students achieve the CILOs)

ILO No	Type of assessment tasks/activities	Weighting (if applicable)	Remarks
CILO 1	Research paper on a specific network artist / project. Class presentation required		
CILO 2	Non-computer art project based on daily social-networking		
CILO 3	Web art project (e.g. multi-user application) which involves building up of online communities		
CILO 4	Building personal website / weblog		

5. Grading of Student Achievement:

Refer to Grading of Courses in the Academic Regulations and to the Explanatory Notes.

100% coursework and in-class participation
Grading pattern: Standard (A+AA-...F)

Part III

Keyword Syllabus:

Mail Art, Network Art, Communication Art, Telecommunications Art, Telepresence

Network Media, Internet, Blog, Mobile, Medium Specificity

Collaborative Creativity, Collective Intelligence, Virtual Community, Online Community,

Location, Location-Based Art, Web Space, Dynamic Space, Hybrid Space

Server technology, Dynamic Web Authoring, Multi-user Applications

Recommended Reading:

Text(s):

- (1) *Art of the Electronic Age* by Frank Popper
- (2) *Network Art and Virtual Communities* by Derrick de Kerckhove
- (3) *Telematic Embrace* by Roy Ascott
- (4) *Readme! Readme! Readme!* by Nettime
- (5) *When Old Technologies Were New: Thinking about Electric Communication in the Late Nineteenth Century* by Carolyn Marvin
- (6) *Connectivity: art and interactive telecommunications* by Leonardo
- (7) *New Media in Late 20th-Century Art* by Michael Rush
- (8) *The network nation : human communication via computer* by Starr Roxanne Hiltz
- (9) *aRt&D: Research and Development in Art* by Joke Brouwer, Sandra Fauconnier, Arjen Mulder, Anne Nigten
- (10) *Networks and Artworks: the Failure of the User Friendly Interface* by Paul Brown

Online Resources:

www.aec.at
<http://www.1000journals.com/>
<http://telematic.walkerart.org/>
<http://www.nettime.org/>
<http://lists.village.virginia.edu/listservs/pmc-talk/essays/artcom.mailart>
http://www.tribes.org/dystopia/satellite_art.html
www.well.com/user/jmalloy/makingart.html#mao21
<http://www.phpbb.com>
<http://www.xanga.com>
<http://www.wikipedia.com>
<http://www.metamute.org/>
<http://www.rhizome.org>

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