CRITICAL INTERMEDIA ART /CIA/
‘Critical’ an attitude
Unwilling to accept unexamined answers ↔ 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
- Digital Literacy
  - Computer programming
  - Interactivity
  - Electronics
- Audio-visual Culture
  - Contemporary / Media Art
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Perception
Interaction
Critical Questioning
Technological Literacy

VISION
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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]
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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
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
Perceptual Experiments
Critical Questioning
Interaction

‘Your Eyes’

(YEUNG Hiu-Ka / TSANG Wing-man)

[view documentation]

STUDENT WORKS
Game & Play Studies (SM2259)
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/

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
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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]