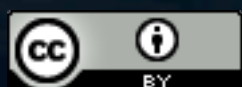


Digitalization and Arts Education: Recent Research Perspectives and Outcomes

Creative Convergence

International Conference

October 24 – 26, 2019 Winnipeg, Manitoba



Digitalization is a
cultural process.

pre-digital

digital

post-digital



Jörissen, B., Klepacki, L., Unterberg, L., Engel, J., Flasche, V., & Klepacki, T. (Eds.). (2018).
Spectra of Transformation. Arts Education Research and Cultural Dynamics.
Münster, New York: Waxmann.

The digital web is a mycelium.

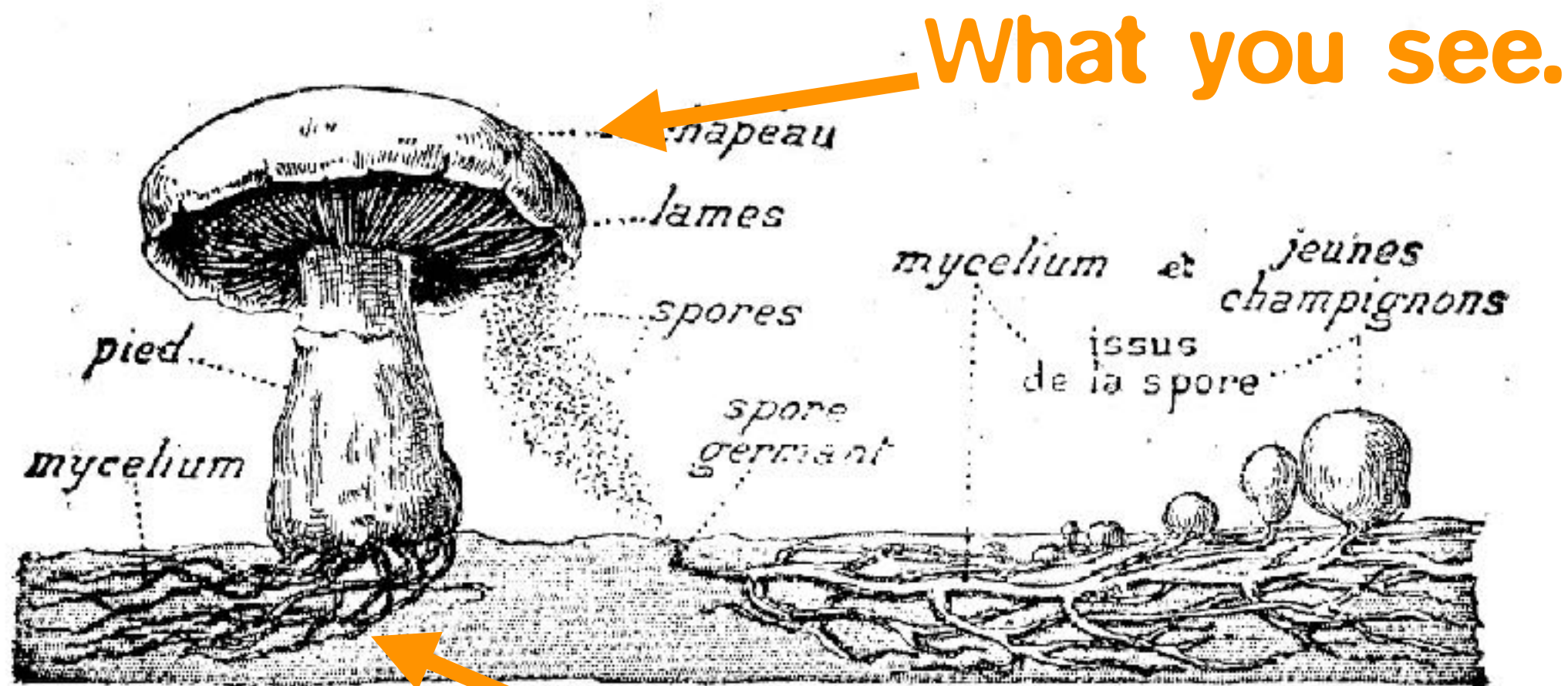


FIG. 42. — Schéma du développement du Champignon de couche.

What you get.

Structural elements of digitality:

Code/Software

executive aspect

Protocols &
Data Formats

formative aspect

Networks

relational aspect

Hardware & Interfaces

material aspect

Interdisciplinary complexity of digitality:

Code/Software

Computer Science

Software Studies

Sociology

Media
Studies

Networks

Cultural Studies

Protocols &

Data Formats

Epistemology

Design Studies

Hardware & Interfaces

Engineering

Interdisciplinary complexity of digitality:

Code/Software

Protocols &
Data Formats

Networks

Hardware & Interfaces

Digitalization & „The Distribution of the Sensible“*

Software as „Logos“ (immediate execution of rules)

Softwareization as Environmentalization

Data Formats as (Im-) Perceptual Capital

Solutionism as a Regime of the Computable

Algorithmic Aesthetics, Algorithmic Thinking

De- & Rematerialization of the Sensible

Digitalization & „The Distribution of the Sensible“*

Software as „Logos“ (text as execution)

Softwareization as Environmentalization

Data Formats as (Im-) Perceptual Capital

Solutionism as a Regime of the Computable

Algorithmic Aesthetics, Algorithmic Thinking

De- & Rematerialization of the Sensible

Rancière, J. (2015). Dissensus: On Politics and Aesthetics. Bloomsbury Publishing.

Chun, W. (2011). Programmed Visions: Software and Memory. Cambridge, MA: MIT Press

Kitchin, R., & Dodge, M. (2011). Code/space: Software and Everyday Life. MIT Press.

Sterne, J. (2012). MP3: The Meaning of a Format. Duke University Press.

Morozov, E. (2013). To Save Everything, Click Here: The Folly of Technological Solutionism. PublicAffairs.

Parisi, L. (2013). Contagious Architecture: Computation, Aesthetics, and Space. MIT Press.

Cubitt, S. (2016). Finite Media: Environmental Implications of Digital Technologies. Duke University Press.

solutionism

„[...] reduces all human problems to technical problems. [...] It divides the world in that what ,counts‘, i.e. what can be technologically identified, and the rest.“

Morozov, Evgeny (2013): To Save Everything, Click Here:
The Folly of Technological Solutionism, Philadelphia: Public Affairs.

Digitalization & „The Distribution of the Sensible“*

(re-)
aestheticization



an-
aestheticization

Digitalization & „The Distribution of the Sensible“*

(re-)
aestheticization



an-
aestheticization

= new visibilities

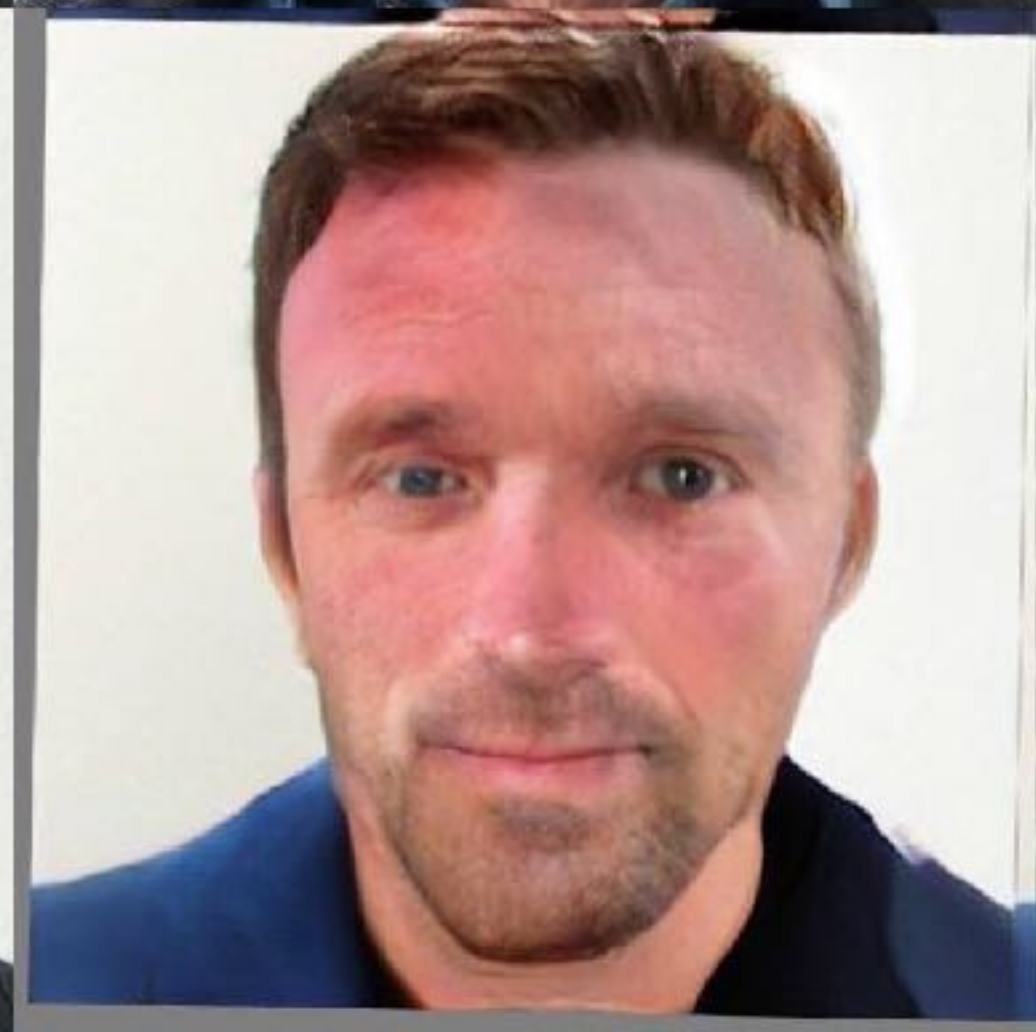
= new invisibilities



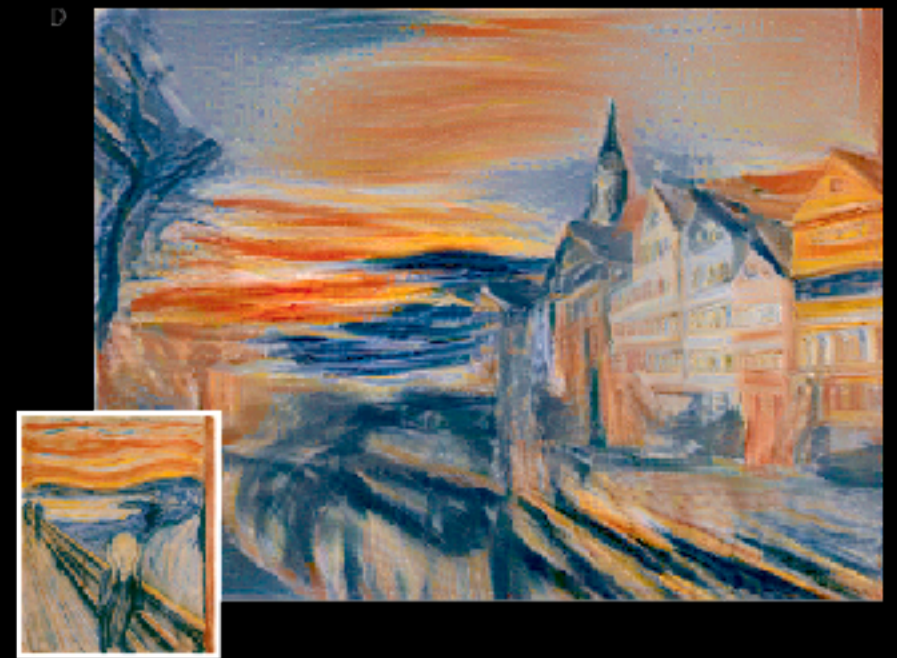
FaceApp

image
manipulation

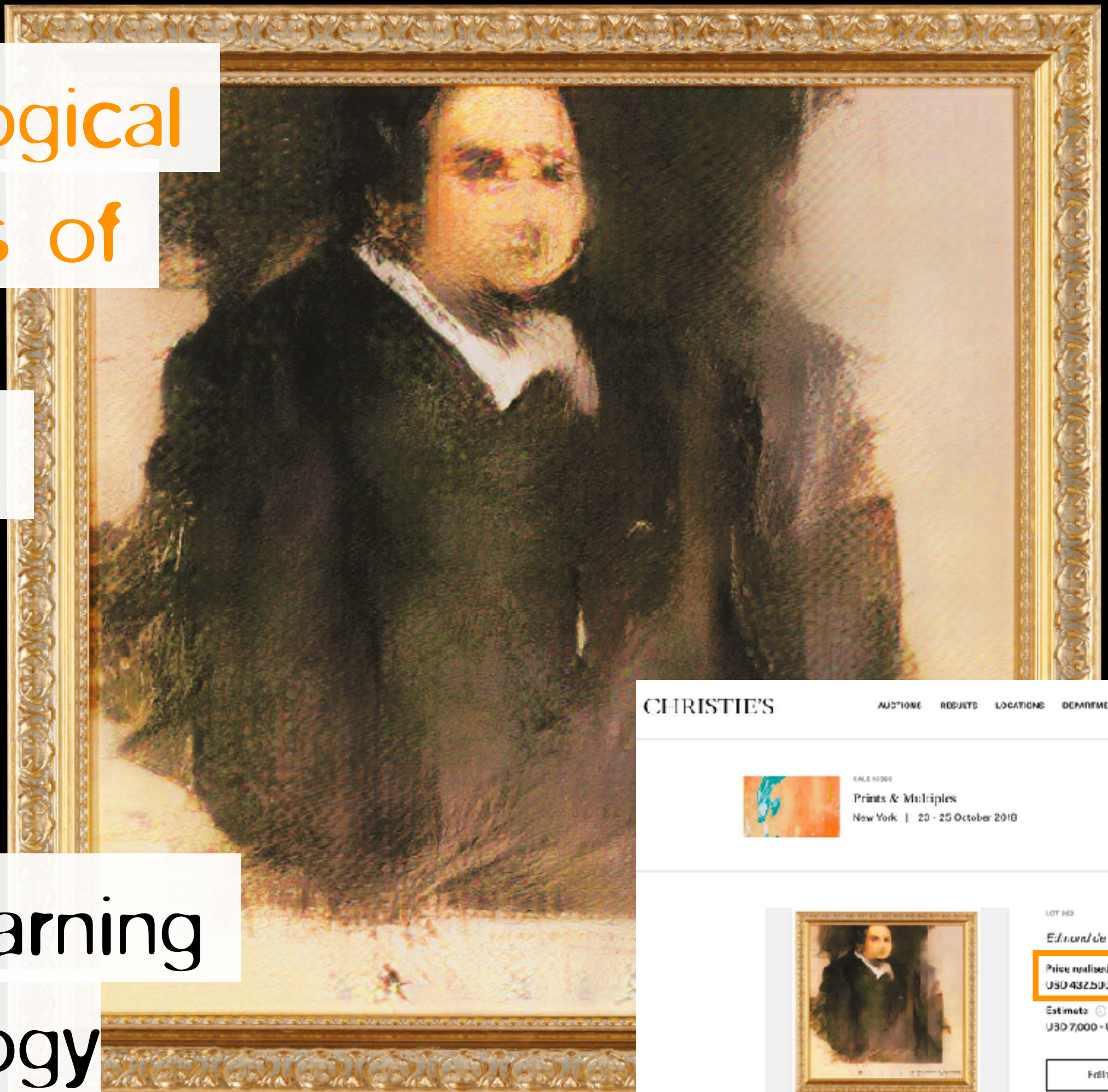
by
means
of
deep
learning
technology



technological
mimesis
of aesthetic
styles
by
means
of
deep learning
technology



technological
mimesis of
artistic
creation
by
means
of
deep learning
technology



CHRISTIE'S

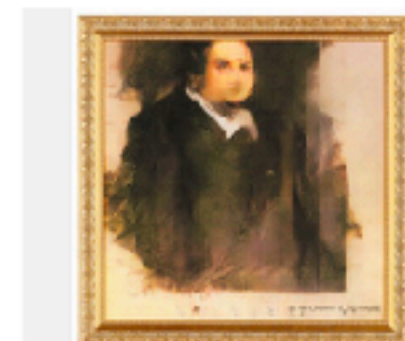
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LOT 149

Edmond de Belamy, front

Price realised
USD 432,500

Estimate

USD 7,000 - USD 10,000

Follow lot

The image features a dark background with a blurred Go board and stones in the lower-left corner. The text 'AlphaGo Zero' is prominently displayed in a large, white, sans-serif font. Below it, the phrase 'Starting from scratch' is written in a smaller, lighter font. Two thin, white lines originate from the text and point towards the Go board.

AlphaGo Zero

Starting from scratch

„Humankind has accumulated Go knowledge from millions of games played over thousands of years, collectively distilled into patterns, proverbs and books. In the space of a few days, starting tabula rasa, AlphaGo Zero was able to rediscover much of this Go knowledge, as well as novel strategies that provide new insights into the oldest of games“ (Silver 2017, 358).

Silver, D., Schrittwieser, J., Simonyan, K., Antonoglou, I., Huang, A., Guez, A., ... Hassabis, D. (2017). Mastering the game of Go without human knowledge. *Nature*, 550(7676), 354–359. <https://doi.org/10.1038/nature24270>

Challenges for Arts Education

Post-digital Change in Infrastructures

(at the core of our lives)

Post-digital Change in Culture

(eg. Youth Culture)

Post-Digital Change of Arts & Subjects

(Arts & Creativity, i.e. Post Internet Art)

→ Irritation & Innovation of Arts Education itself

→ New Responsibilities of AE in the face of
Post-digital Cultures and Aesthetics



GEFÖRDERT VOM

Federal Ministry
of Education and
Research:



Bundesministerium
für Bildung
und Forschung

Research Focus Area
„Research on Digitalization in
Arts and Cultural Education“

- 13 Interdisciplinary Research Projects on Digitalization in Arts & Cultural Education
- 24 Universities involved
- Funding: > 10 Mio. €
- biggest research context on the topic of digitalization in arts education in germany (probably in Europe, too)

Meta-Project conducted by the



FRIEDRICH-ALEXANDER
UNIVERSITÄT
ERLANGEN-NÜRNBERG

Part 1: Theory development,
qualitative methods, PR:
Prof. Dr. Benjamin Jörissen

Part 2: Quantitative methods &
quantitative research synthesis:
Prof. Dr. Stephan Kröner

AKJDI
FuBi_DiKuBi

musicalytics
Rez@Kultur
be_smart
MuBiTec
MIDAKuK

ViRaBi
AKJDI
Rez@Kultur
DiKuBi-on

musicalytics
PKKB
GEVAKUB
MuBiTec
MIDAKuK

PIAER
PKKB
#digitanz

**cultural
education
provisions**

**learning &
competence
development**

**digital
everyday
practices**

**application
design &
effectiveness**

**post-digital
arts &
aesthetics**

**changes & challenges in cultural and arts education in the course of
digitalization**

development of methods for researching cultural education

... for more information please visit www.dikubi-meta.de

Attitudes towards phenomena of digitalization

critical

PIAER, PKKB, #digitanz, MIDAKuK,
DiKuBi-On, ViRaBi, Rez@Kultur, (AKJDI,
FuBi-DiKuBi)

potential- oriented

be_smart, MIDAKuK, MuBiTec_LEA,
MuBiTec_LINKED

application- oriented

MuBiTec_LINKED, musicalytics,
MuBiTec_AppKOM, GEVAKUB

PKKB *Post-digital Art Practices in Cultural Education – Aesthetic encounters between appropriation, production and mediation*

Judith Ackermann, Marian Dörk, Hanne Seitz

- Investigation of the **post-digital cultural scene** that produces **innovative formats of aesthetic appropriation, production and mediation** at the **intersection of art and technology**.

PIAER *Post-Internet Art(s) Education Research: Phenomenology and methodology of arts educational and performative research under conditions of post-digital culture and aesthetics*

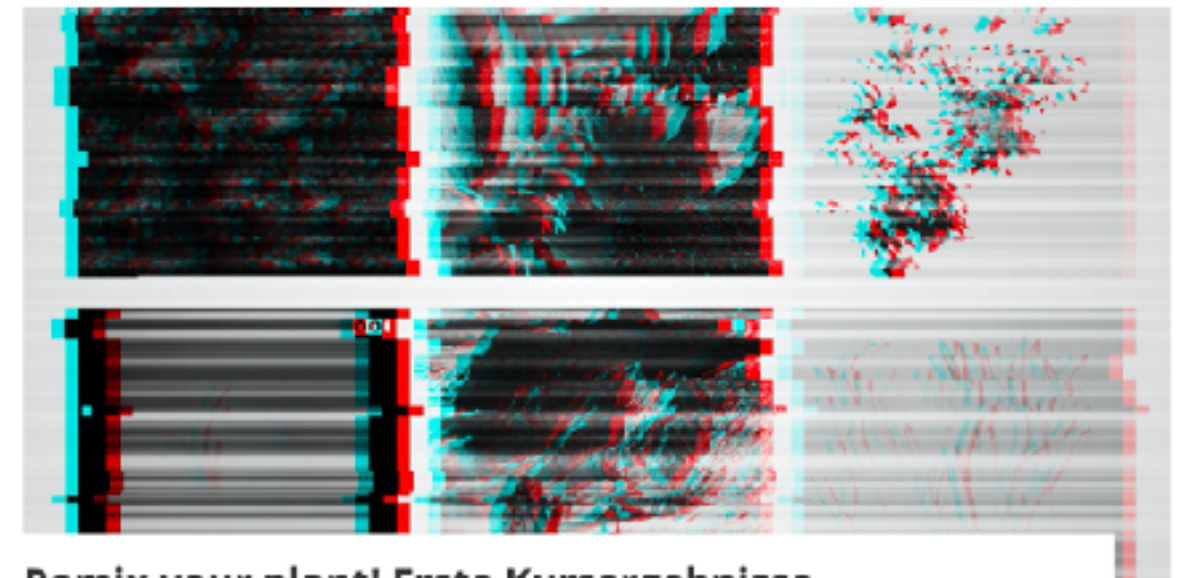
Torsten Meyer, Manuel Zahn

- Investigation of the **field of Post-Internet Art** from the perspective of **cultural and arts education**, combining theories and methods of **art studies and art education** with the **development of methods of general pedagogy and education theory**.

projects and first results of **PKKB**

... for more visit

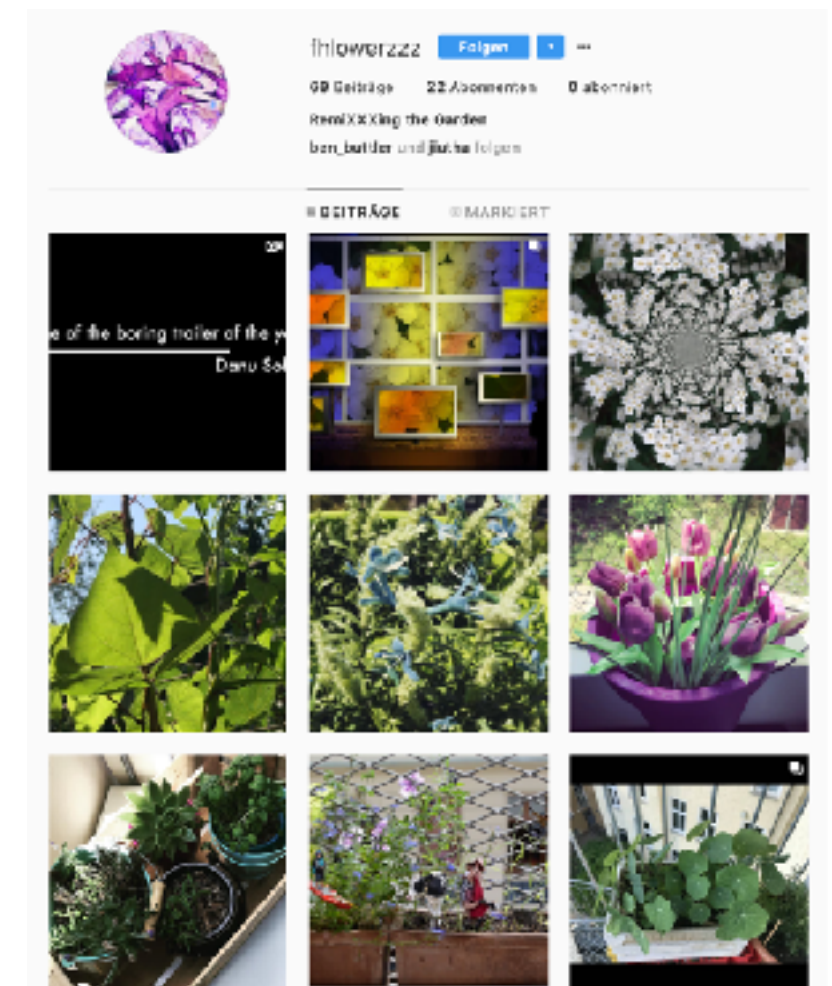
<https://pkkb.fh-potsdam.de/blog/>
instagram: **fhlowerzzz**



Remix your plant! Erste Kursergebnisse.



Monadische Explorationen in Postdigitalen Kunstpraktiken



projects and first results of **PIAER**

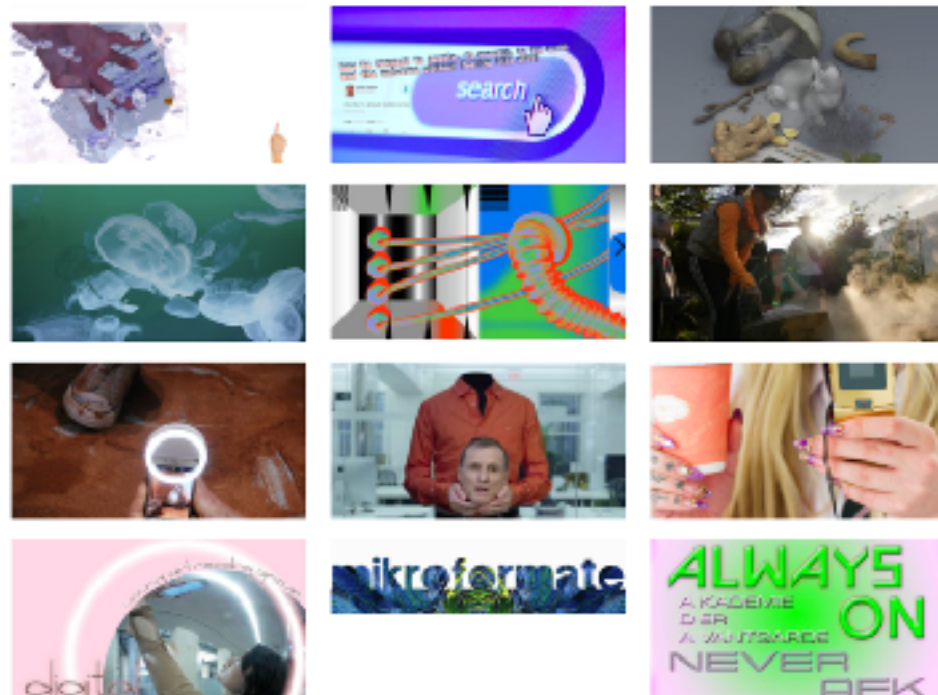
... for more visit

<http://piaer.net>

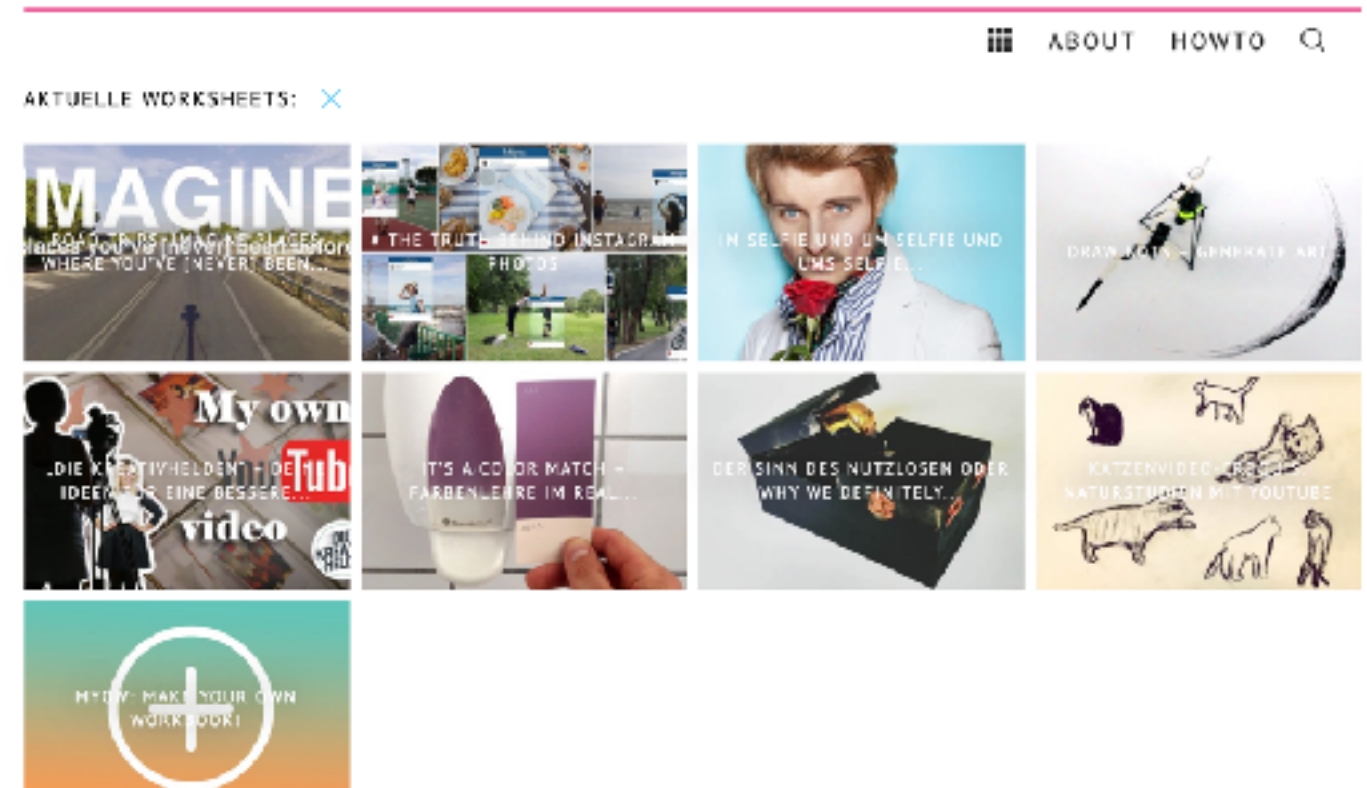
<http://myow.org>

Post-Internet Arts Education

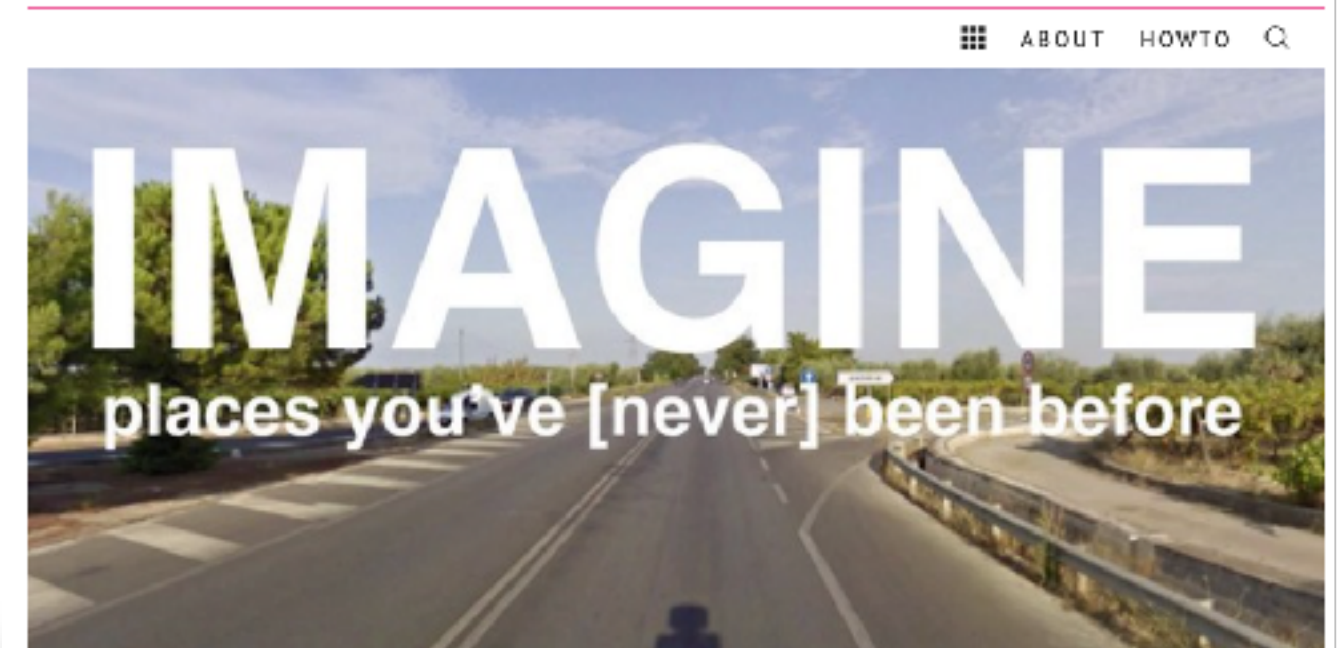
Aktuelles



MYOW – WORKBOOK ARTS EDUCATION BETA



MYOW – WORKBOOK ARTS EDUCATION BETA



be_smart *Meaning and significance of specific music apps for the participation of teens and adolescents with complex disabilities in arts and cultural education*

Imke Niediek, Juliane Gerland

- What **potentials and challenges** do **music apps** offer in securing and expanding **cultural participation** for **teens and adolescents with severe and complex disabilities**?

Screenshots from a **user interview** with Luca
courtesy of **be_smart**

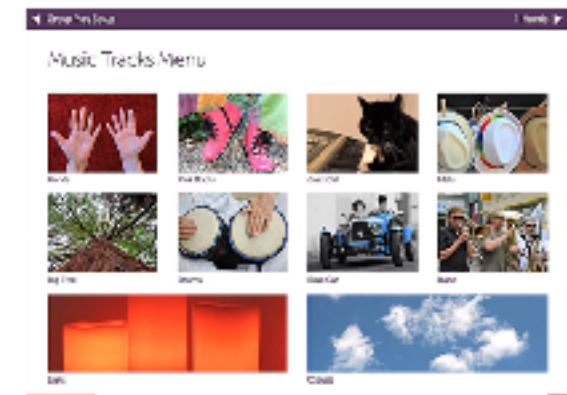
<https://besmart.bildung.uni-siegen.de/projektstand/>



Resources, information, and further examples of app-based music instruments developed with and for people with disabilities



Minimal touch on the iPad screen, using the ThumbJam app, (pentatonic scale setting) to play musical sounds (using any part of the body) accompanied by Improvise Approach music tracks (available in the ebook, iTunes, Spotify, Amazon)



<https://www.improviseapproach.com>



<https://www.soundbeam.co.uk>

Step Up!

Webinars and resources for music education

Enrich your teaching, or your music programme, by taking part in *Step Up!*, Drake Music's 3 month scheme of learning and development for music education professionals.



<https://www.drakemusic.org/>

MuBiTec_ *Musical education with mobile digital technologies*

Research Association: AppKOM, LEA, LINKED

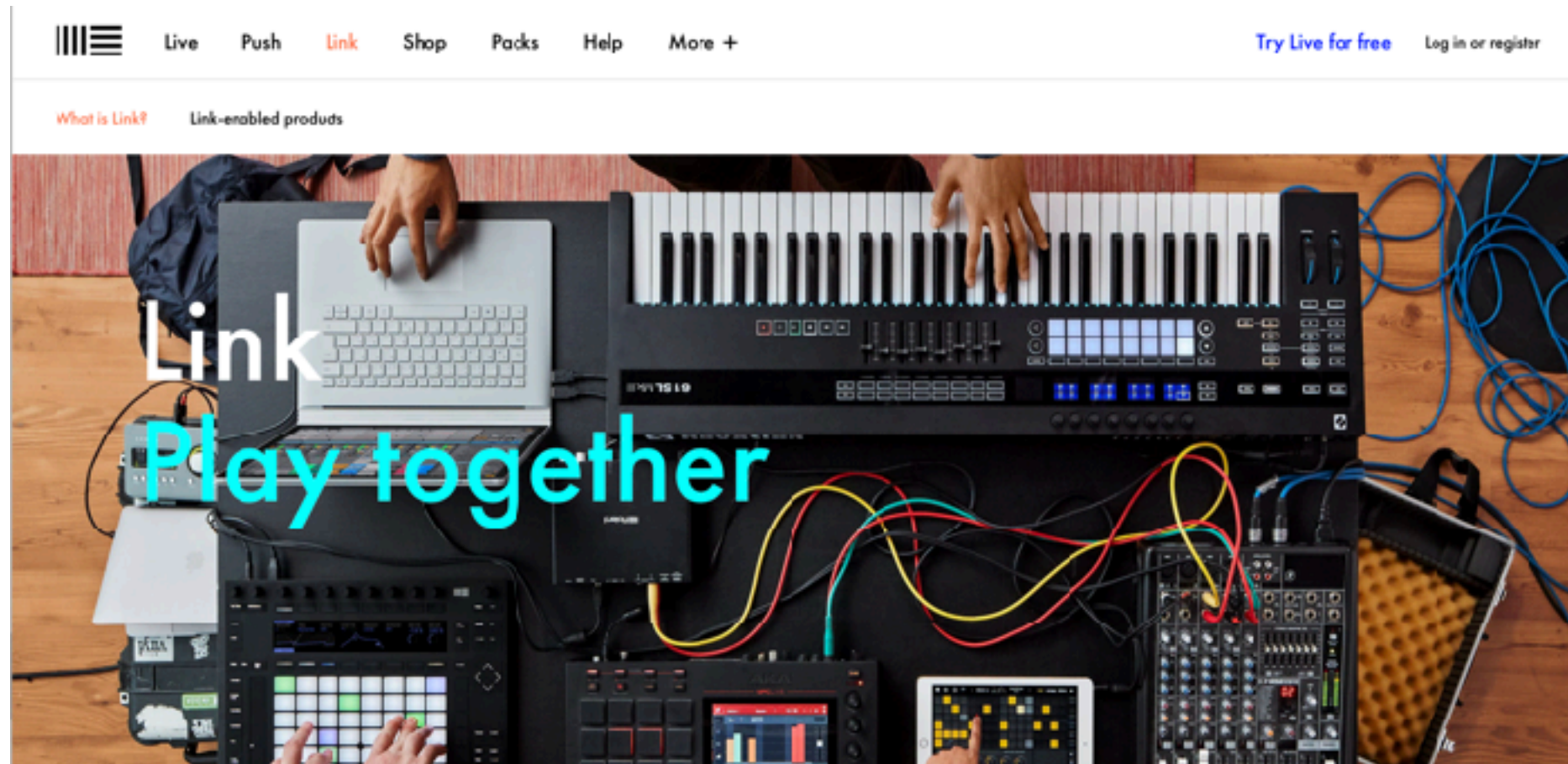
Coordinator: Christian Rolle

- Investigation into the **educational potential** resulting from the **mediamorphosis of artistic-musical practice** in the **context of digital mobile technology**.

MuBiTec LINKED *LINKED – Musical education in mixed-reality-networks (subproject)*

Verena Weidner, Marc Godau

- How and under what conditions do **musical subjectivation processes** emerge in the **context of digitally networked communization?**
- starting point: **Ableton Link technology**



Ableton Link: <https://www.ableton.com/en/link/>

MuBiTec_LINKED: <https://www.uni-erfurt.de/en/research/research-projects/linked/>

All Sounds Max for Live Software Instruments Free Genres & Instruments

Genres:

Cinematic	DJ Tools	Drum & Bass	Drums	Drums	Electronic
Experimental	Hip-Hop	House	Industrial	Orchestral	Pop
Sound Effects	Tech	World Music			

Instruments:

Bass	Drum Pads	Drums	Guitar & Bass	Loops	Midi
Permutation	Piano & Keys	Strings	Synth	Vintage	Vocal
World Instruments					

All Packs (197)

Lofi Hip-Hop
by Crustified

The ultimate collection of lo-fi resources, including over 1000 loops, all about textures, ambient, lo-fi beats, prepared with tape, vinyl, electric and paper with a mid-tempo, less quantized groove.

Max for Live CV Tools
by Ableton

CV Tools is an intuitive Max for Live device that lets you control and automate your modular gear with Ableton Live.

Mediterranean Beatz
by El Foul

Go beyond the usual sounds with loops, one-shots, full multi-measure hits, and all-around drums from the electronic drumming master El Foul.

Indian Raga
by Anish Chandra

Whether you're adding a little flavor to your melody or exploring the classical ragas played on the sitar, Indian Raga samples make musicians of Indian classical music.



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contact: lpk-dikubi-meta@fau.de
friederike.schmiedl@fau.de

Publications:

Jörissen et al. (eds.) (2018): ***Spectra of Transformation***. Münster, New York: Waxmann

Jörissen, B., & Unterberg, L. (2019). ***Aesthetics of Transformation. Arts Education Research and the Challenge of Cultural Sustainability***. New York: Springer.

