Digitalization and Arts Education:
Recent Research Perspectives and Outcomes

Creative Convergence
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Digitalization is a cultural process.

pre-digital
digital
post-digital

The digital web is a mycelium.

What you see.

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

- **Protocols & Data Formats**
  - Epistemology

- **Networks**
  - Media Studies
  - Sociology
  - Cultural Studies

- **Design Studies**

- **Hardware & Interfaces**
  - Engineering
Interdisciplinary complexity of digitality:

Code/Software

Protocols & Networks

Data Formats

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


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."
Digitalization &

„The Distribution of the Sensible“

(re-) aestheticization  an-aestheticization
Digitalization &

„The Distribution of the Sensible“*

(re-) aestheticization  an-aestheticization

= new visibilities = new invisibilities
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
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).

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
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)

Federal Ministry of Education and Research:
Research Focus Area „Research on Digitalization in Arts and Cultural Education“

Meta-Project conducted by the

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

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

*Musik*

*Ja!*

*in dem Sinne, dass sie sich sehr gut*
Resources, information, and further examples of app-based music instruments developed with and for people with disabilities

https://www.soundbeam.co.uk

https://www.improviseapproach.com

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/
web: www.dikubi.de

instagram: dikubimeta

twitter: DiKuBi-Meta (@DiKuBi2)

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Publications: