ROOTS OF DIGITAL MEDIA Cybernetic Serendipity, Tendencies 4, etc. Summer 2010

Frieder Nake

Roots of

Note 06 | 19 May 2010

Media

Hints for your individual work

Each of the next six meetings of the seminar is dedicated to an aspect of which we assume it may belong to the rhizome of the roots of digital media. The one question each one of you should, therefore, ask, is:

Which aspect of my topic may be added to the roots of digital media?

In which sense is this the case?

What is still different in the old form before digital media occur?

The list of topics contains the following:

| Date | Торіс | Responsible |
|---------|--|--------------------------------------|
| 25 May | Paul Klee & Josef Albers | Behnam Asadi |
| 1 June | Concept Art, Video Art, Computer Art | Diying Tang, Guangtao Zhang |
| 8 June | Interactive Art | Paulo Torres-Neto, Qingteng Chang |
| 15 June | Early animation: Oskar Fischinger, Hans Richter, the Whitneys | Joseph S. Zang |
| 22 June | The happening & environments | Fabian Grote |
| 29 June | Ivan E. Sutherland & Douglas Engelbart Lucy Suchman | Tobias Hildebrandt Kaberi Naznin |

You should not wait until a few days before your date. If you have not already done so, you should now immediately begin studying your topic. Don't primarily think of your work in terms of "I'm going to give a presentation". Rather try to get involved by working on, and thinking about the topic. As a result of this work, you come to prepare two different media, an oral presentation, and a written essay.

M.A. & M.Sc. in Digital Media or Informatik, Diplom Informatik Tuesday 14 to 18 in HfK 3.09.100 4 SWS | 6 CP ECTS | Module M-105

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Your essay is an opportunity to go into more detail, to present quotes from important sources, to develop an argument, if possible, from its various contradicting perspectives. Your text should generally be more detailed than the oral presentation. In a scientific style it must present your conclusions from studying your topic.

Essays will definitely need a length of 5 or 6 pages to allow for a thorough argument. They should be limited to 12 pages at most. As a little extra, pay some attention to a nice layout and typography. If you come across items, statements, data of which you think they should be put into the compArt database of digital art, please tell me in an appendix to your essay.