Artcasting as a thing-to-think-with: inventive digital education methods

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- @jar
- @hamacleod







HOME

RESEARCH AREAS +

PROJECTS

PUBLICATIONS

ENGAGEMENT

PEOPLE

TEACHING

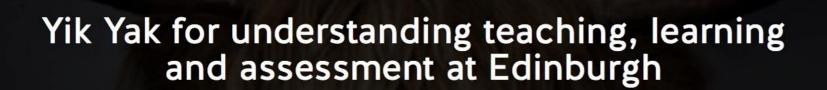
EVENTS

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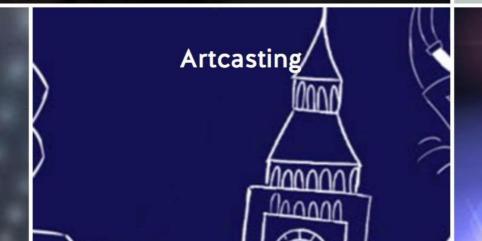
View

Edit



Exploring coded campus space and understanding the teaching, learning and assessment priorities and concerns of Edinburgh students.







Supporting Higher Education to Integrate Learning Analytics (SHEILA)

speculative methods, playful interactions & thinking with things



the current climate

Digital education research is dominated by a 'what works' agenda.

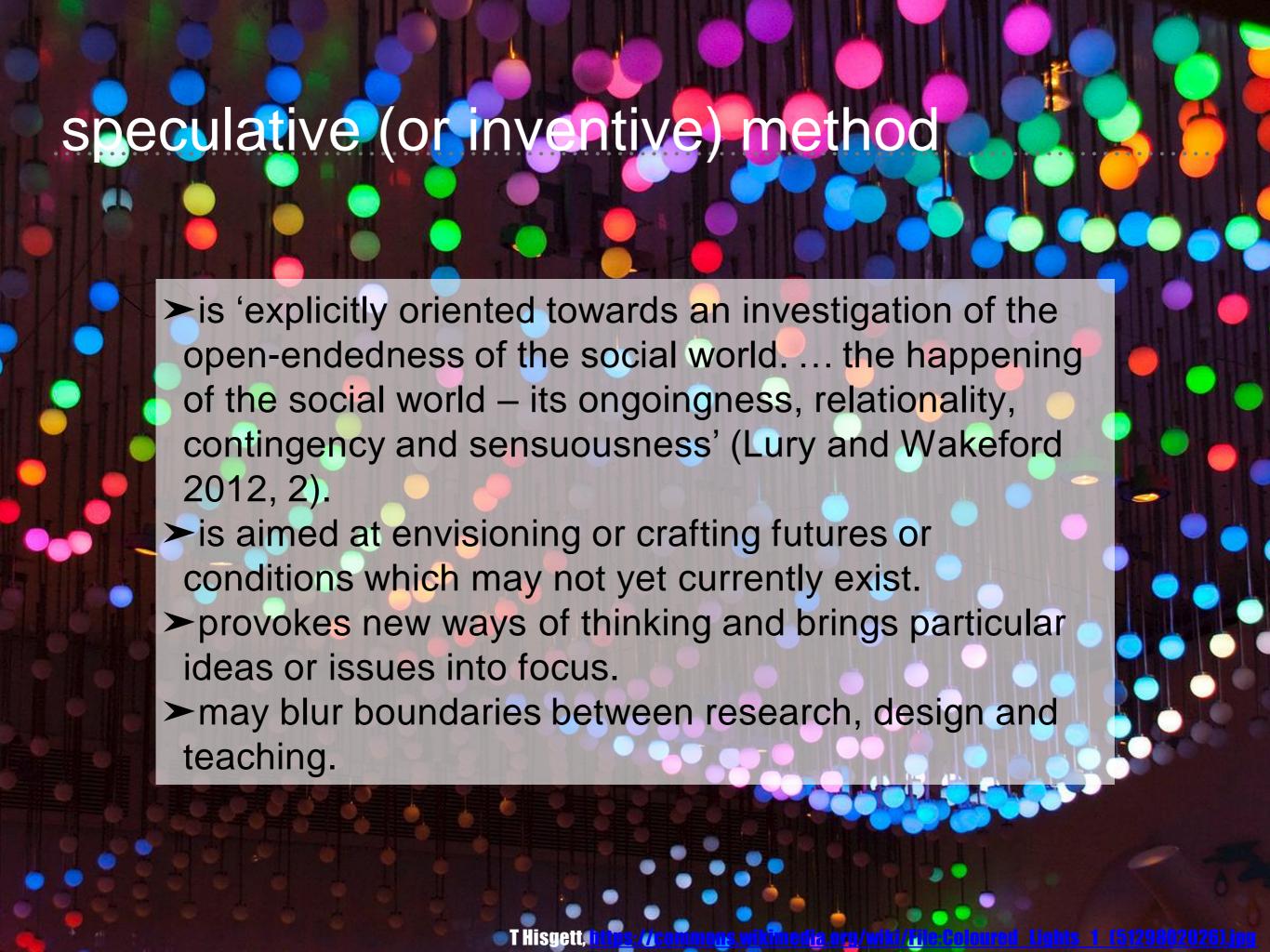
Digital education research needs more imaginative resources to influence educational change.



Emerging technologies in education are 'not yet fully understood' and 'not yet fully researched, or researched in a mature way' (Veletsianos 2010, 15).

Practices, identities, pedagogies and technologies can be marked by this 'not-yetness' (Ross & Collier 2016).

Working with not-yetness means engaging with complexity, uncertainty and risk, not as factors to be minimised or resolved, but as necessary dimensions of technologies and practices which are unknown and in flux.





response, engagement, interpretation, learning

ARTIST ROOMS

jointly owned and managed by Tate & National Galleries of Scotland

a collection of more than 1,600 works of international contemporary art acquired in 2008 by National Galleries of Scotland and Tate.

shared throughout the UK in a programme of exhibitions organised in collaboration with local associate galleries.

aims to ensure the collection engages new, young audiences.

with the present levels of knowledge around aesthetic reception, it is not possible to make any meaningful broad generalization about how people respond to the arts, and if or how they might be affected by the experience. Even less plausible is the possibility of actually "measuring" any of these aspects.

(Belfiore & Bennett 2010, p.126)





Hours & Admission Getting Here

At the Museum

Visiting with a Family

Visitors with Disabilities

Groups & Museum Tours

Offers & Discounts

Visitor Policies

Restaurants & Cafés at MoMA

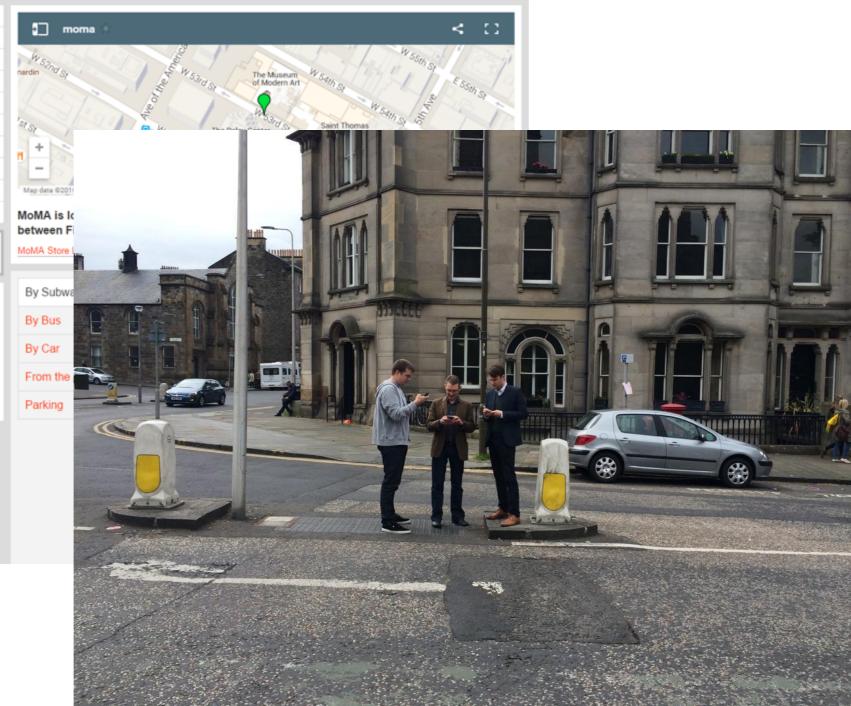
MoMA Stores

Buy Tickets Online

Skip the line



The Museum of Modern Art 11 West 53 Street New York, NY 10019-5497 (212) 708-9400 | Contact Us



Try the Artcasting app!

Download the app

Use Google Play or the iTunes store to download the Artcasting app. Unlock the app with the code:

235346

Select your artwork

Choose any artwork from the exhibition to create an artcast. In the exhibition, beacons on the walls will send you nearby artworks. You can also save artworks, and use Artcasting later from other locations.



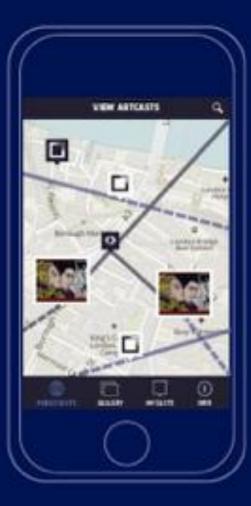


Create your artcast

Once you've chosen an artwork, the app will guide you to think about where, when and why you want to cast it. You can cast to places you know well or places you've only imagined, and to the past or future.

Find artcasts

The map shows all the artcasts that have been sent. Your own casts appear in green. If you feel inspired by another cast you see, you can touch it to re-cast it - a small icon will show where they have divided. You can also search and filter art-casts. For example, you can see where else your chosen artworks have been cast (co-casts), or search for specific tags or artworks.

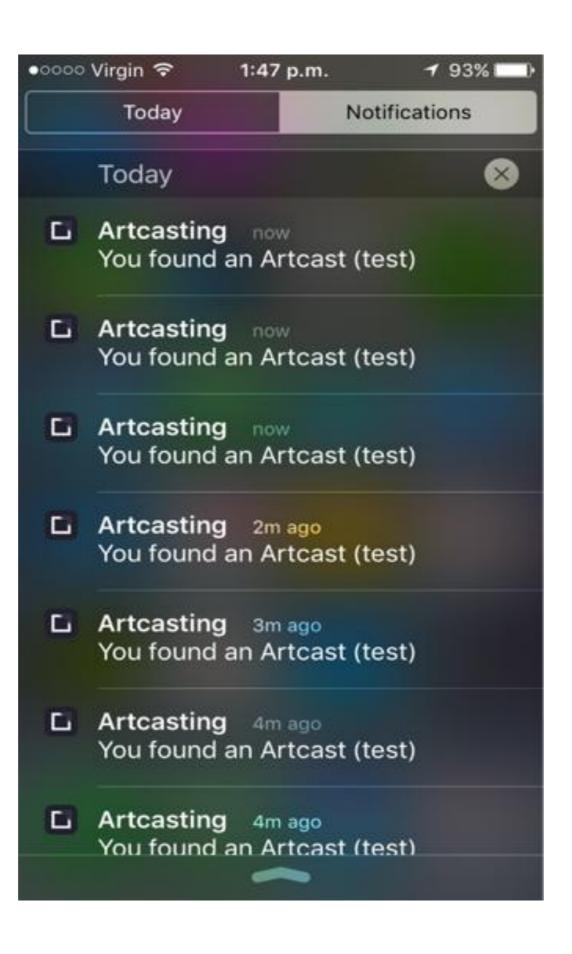




Interact with artcasts

If you go to a physical place where an artcast has been sent, you'll encounter it there and receive a notification. Open the Artcasting app any time to see if any casts are near you, or send a new artcast!

© Estate of Roy Lichtenstein/DACS 2015 © Robert Mapplethorpe Foundation. Used by permission.





ARTWORK

DESCRIPTION

TAGS



Nick Marden By Robert Mapplethorpe

ARTWORK

DESCRIPTION

TAGS

The text on the jacket reminds me of the effort I would put into scrawling my favourite bands' names all over books and pencil cases. You can see how much music is a visual part of someone's identity, especially at a young age and this was very important to me growing up.

Sending to: School

Arrives on: 1997-01-01 Sending to:

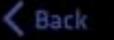
School

Arrives on:

1997-01-01

•••oo Virgin 🕏

ARTCAST DETAILS



ARTCAST DETAILS

ARTWORK

DESCRIPTION

TAGS

ARTWORK

DESCRIPTION

TAGS



Self Portrait By Robert Mapplethorpe i would like da Vinci to see how art is in the 21st century because I think he would love to get into photography. this reminds me of his drawing of the man in the circle. I love his cheeky face, like he's saying yes it's a classical reference but it's me as well.

Sending to:

da Vinci hometown

Arrives on:

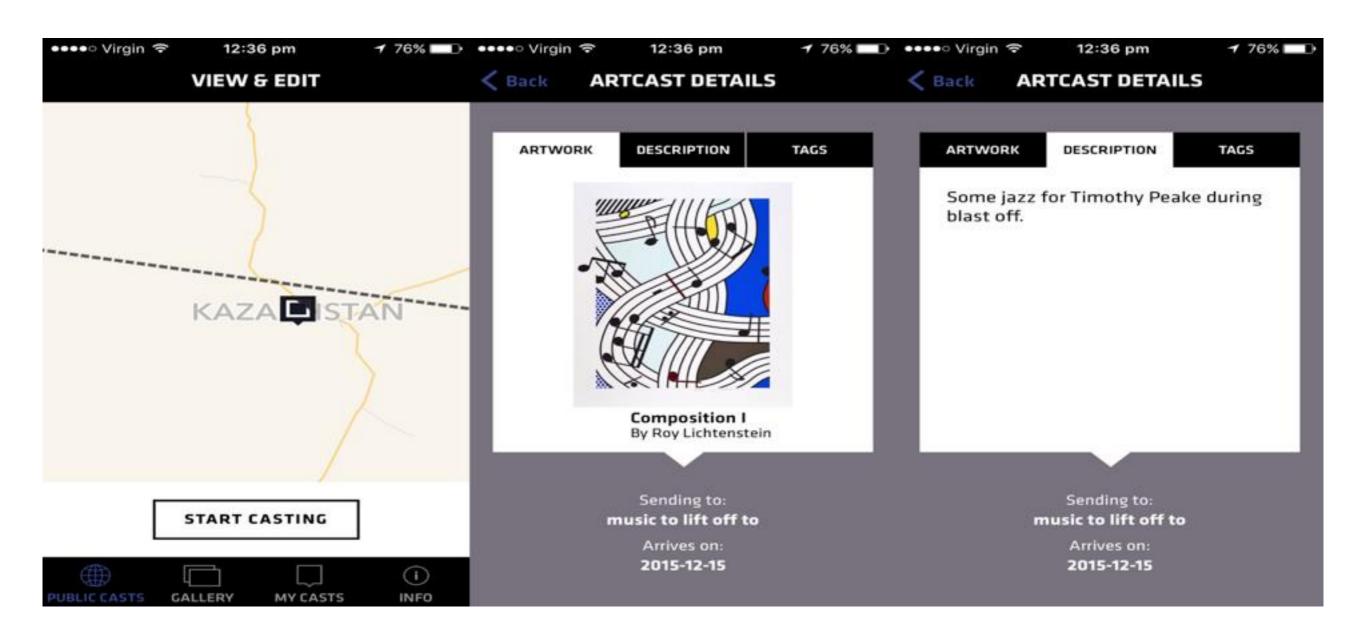
1602-01-01

Sending to:

da Vinci hometown

Arrives on:

1602-01-01



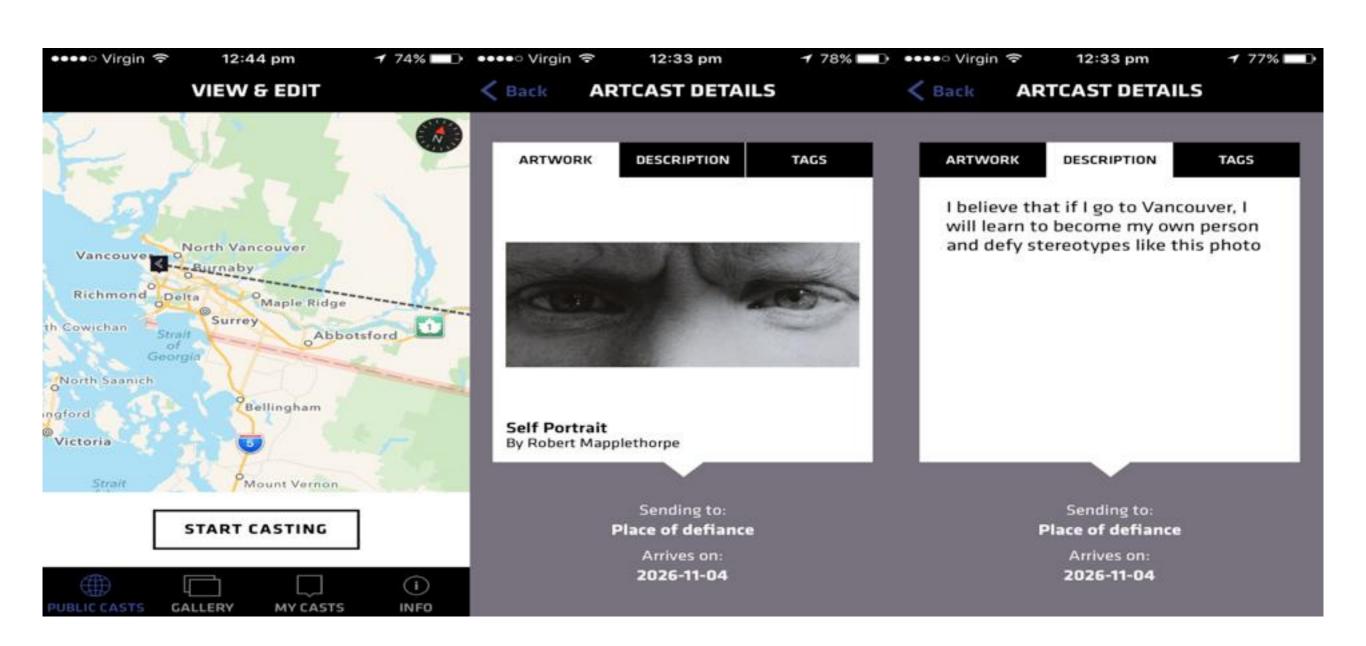
Perth 2016-01-10







rainy places need dry art

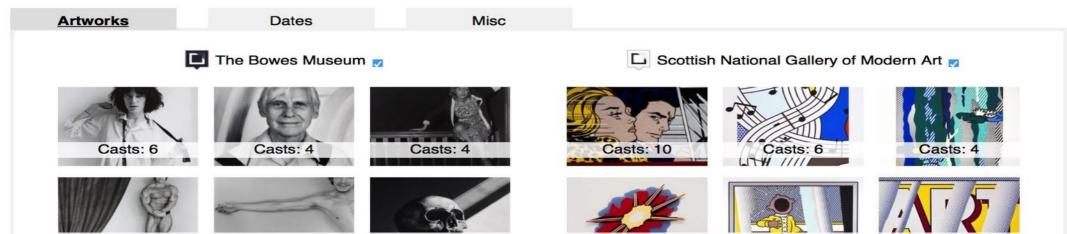


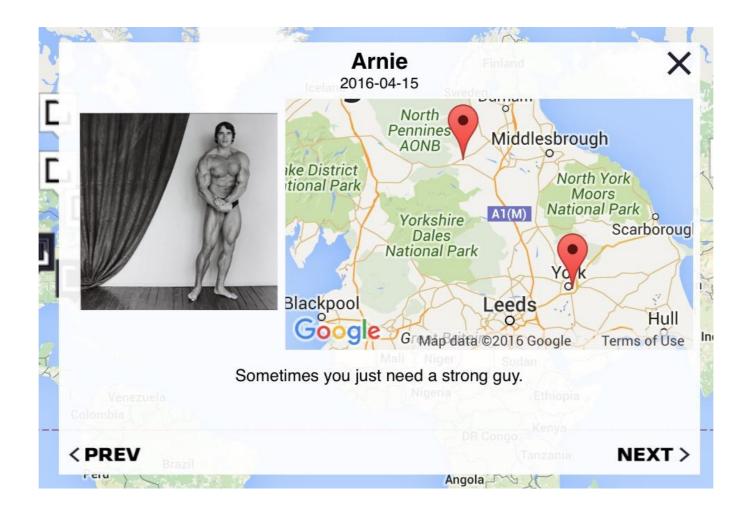
"it is always possible to take an individual object and place it in a new framework or see it in a new way. The lack of definitive and final articulation of significance keeps objects endlessly mysterious – the next person to attach meaning to it may see something unseen by anyone else before."

(Hooper-Greenhill 2000, 115)









"Learning" may be a very formal way to think about how our lives are affected by encounters with works of art and objects of culture.

We may frame this instead as

- growth;
- expansion of horizons;
- "enrichment".

But in psychological terms, we really are talking about "learning": a relatively enduring change in the way in which we look at, or act within, the world.



- A manifestation of agency;
- Active engagement with / use of the object;
- Exploration of the physical world gravity;
- Exploration of the social world who will pick it up for you?

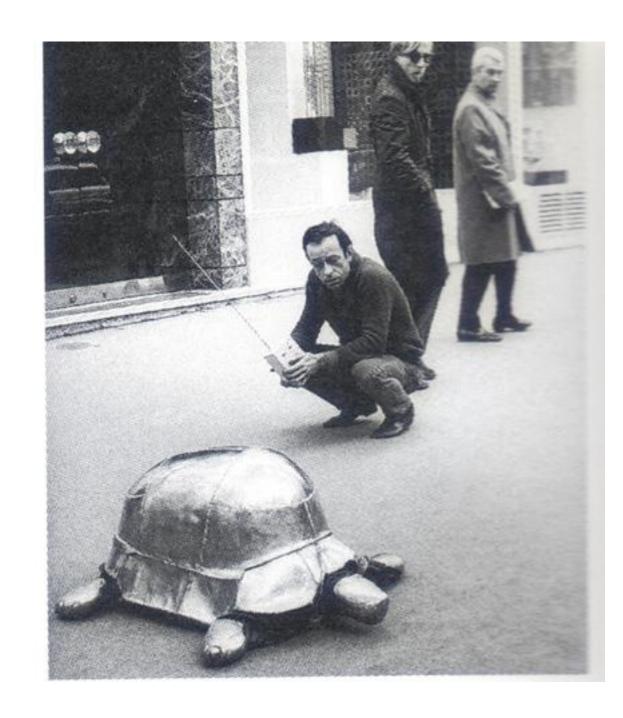
It is a playful engagement with the world. Not a "game" as such, but displaying, and depending upon, what Bernard Suits called "the lusory attitude". Taking on a task for the intrinsic enjoyment that the task confers.

"learning through programming" (Papert)

The program I write makes my own understanding manifest, so that I can reflect on it.

It makes my understanding manifest to others, so we can talk about it.

The process also shapes understanding in particular ways.



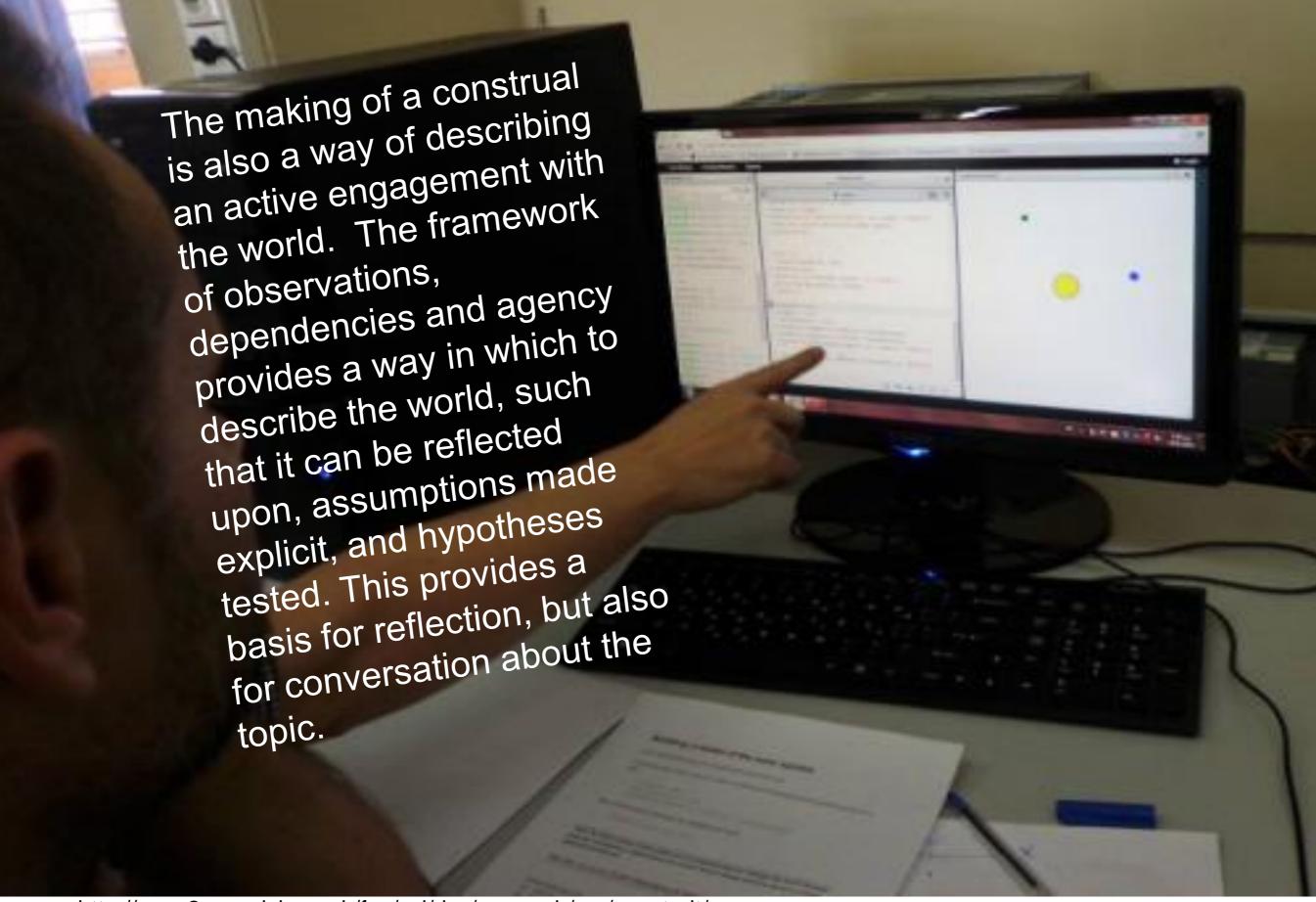
From 'exposure' to 'engagement'?

Artcasting is a route to shaping engagement with the artefact and making that engagement visible.

"I don't know what people in the arts do when they attend to an exhibition like this, but I think that many people just see, think, feel, but do not share their feelings, thoughts nor imaginations with anyone. What you are doing here is providing ways for people to express themselves, to share with others their experience of attending to an exhibition. (attendee at Explorathon event)



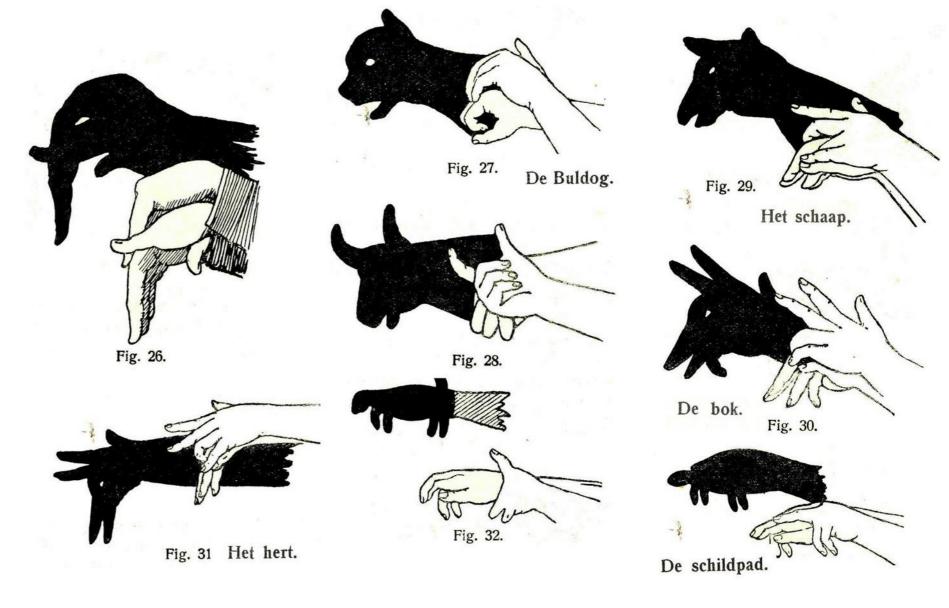
The Artcasting app makes a suggestion.



The place of playfulness

To engage with something for the simple joy of exploration, and to have the opportunity to share a creation with others, and to receive their

reactions.



Thanks

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- more about artcasting at http://www.de.ed.ac.uk



