Survey of Art Technology, and Culture supplies students with an overview of a variety of contemporary art and new media practices as they intersect with uses of technology including 3D printing, digital video and photography, virtual art, and microcomputers. Students receive instruction in artistic themes and methods including considerations of linear and non-linear time, site specificity, intersections of art and science, installation art, and ephemeral works.

Students produce projects using the ideas and techniques addressed through class lectures and demonstrations. This course supports students in their understanding of contemporary artistic practices and applications of technology based media.

*It is also highly recommended that students have completed at least one other studio course in either art, graphic design, or another equivalency.

**Rationale:** Students pursuing careers in the arts in the contemporary era will require an understanding of art as it intersects with technology and culture. A hands-on studio approach to this study allows students to have experiences in creating these kinds of works.
Expected Outcomes:
Upon completion of the course, the student should be able to:
1. Comprehend and apply basic concepts of 3D Printing
2. Comprehend and define introduced artistic concepts, themes, and techniques
3. Comprehend and apply basic microcomputer functions
4. Comprehend and apply introduced digital image, audio, and video editing techniques
5. Comprehend virtual art and site building
6. Critique their own and others’ artwork in the context of art, technology, and culture

Methods of Instruction:
- Lectures
- Readings
- Demonstrations
- Projects

Assessment:
Students will be evaluated on their completion of assignments and projects, and their participation in class critiques, discussions, and exercises. The projects are designed to demonstrate students' abilities to apply the concepts, techniques, and technologies covered in the course to their own, original artistic production.

Grades:
<table>
<thead>
<tr>
<th>Letter Grade</th>
<th>Percentage of Points Earned</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>90 – 100</td>
</tr>
<tr>
<td>B</td>
<td>80 – 89</td>
</tr>
<tr>
<td>C</td>
<td>70 – 79</td>
</tr>
<tr>
<td>D</td>
<td>60 – 69</td>
</tr>
<tr>
<td>F</td>
<td>Below 60</td>
</tr>
</tbody>
</table>

Projects:
1. 3D Printing Project
2. Installation/Site Specificity Project
3. Time & Ephemeral Project
4. Virtual Art Project/Research Paper
5. Micro Computing Project
6. Portfolio: The Portfolio, in lieu of a Final Exam, gives students the opportunity to revisit, remake, or to further polish and improve projects made throughout the semester, showing their development in their understanding and application of concepts and techniques covered through the course.
Tentative Class Schedule

Weeks 1-3 3D Printing

Weeks 4-7 Digital Imaging & Video

Weeks 8-10 Virtual Art & Site Building

Weeks 11-16 Microcomputing