Digital Theory: Appropriation in Art and Culture (gLV)

Artistic practices of appropriation and contempary digital culture

Angebot für

Bisheriges Studienmodell > Hochschulweites Lehrangebot > Geöffnete Lehrveranstaltungen
Bisheriges Studienmodell > Fine Arts > Bachelor Fine Arts > Grundstudium > Theorie
Bisheriges Studienmodell > Fine Arts > Bachelor Fine Arts > Hauptstudium > Theorie

Nummer und Typ	BKM-BKM-Th.18F.016 / Moduldurchführung
Modul	Theorie
Veranstalter	Departement Fine Arts
Leitung	Felix Stalder
Anzahl Teilnehmende	maximal 18
ECTS	3 Credits
Voraussetzungen	The module will be held in English, so students should be able to read and speak English and understand English-language films.
Lehrform	Seminar
Zielgruppen	Students BA Art & Media Open to students from all departments Participants from other departements please send an email to bal.dkm@zhdk.ch and will be contacted in week 6.
Lernziele / Kompetenzen	Learn about the different approaches to working with pre-existing cultural materials over the last 100 years, and focus on contemporary practices. Read, discuss and present texts and reflect your own practice of direct or indirect appropriation.
Inhalte	In 1928, Oswald de Andrade published the Cannibal Manifesto (Manifesto Antropófago) that identified the principle of cultural appropriation as key to Brazilian culture. He wasn't alone. Throughout the 20th century, numerous cultural movements - from music concrète to found footage film, from situationism, to pop art and appropriation art - have examined the question of working with pre-existing cultural materials as an avant-garde practice. With the spread of digital media, we have surrounded ourselves with near infinite cultural materials, easy to access, easy to manipulate, easy to distribute. Now, appropriation is the new normal in artistic practice and new cultural genres are emerging from it, from popular meme culture to sampling in music, collaborative films and works of art for the white cube. In this module, we will look at the history of appropriation as an artistic technique and focus on the practice of appropriation in the networked culture of the present. We will read key texts, watch films and discuss artworks and look at practices of appropriation in our own work. Felix Stalder heads the field of "digitality" and conducts research on the interrelationship between society, culture and technology. At the ZHdK he heads the research project "Creating Commons", which examines artistic projects that generate free resources. He is a founding member of the artistic research platform "Technopolitics" and the "World Information Institute", both in Vienna. -> http://felix.openflows.com
Leistungsnachweis /	Active participation, presentation in class, written text. Min. 80% presence in class.

Testatanforderung

Termine   Dienstag, 17:30-21:00
                     20.2. / 6., 20.3. / 3., 17., 24.4. / 8., 22.5.2018

Bewertungsform   bestanden / nicht bestanden