

Embedding ICT in Art and Design

news may 2005

Conference Report

Seventy delegates attended the Embedding ICT in Art and Design Conference at Tate Britain on the 5th May.

The conference was organised by NSEAD and A4 in collaboration with Tate Britain and focussed on ways in which ICT can support the development of creative ideas in Art and Design.

The first speaker of the day was Mohammed Asif from the DfES ICT in schools division who provided an overview of work of the department to support ICT in schools. In particular he made reference to a new publication '**Harnessing the Technology: Transforming Learning and Children's Services**' (March 2005) which describes the use of digital and interactive technologies to achieve a more personalised approach within all areas of education and children's services. It is an ambitious strategy covering all sectors for the next five years and beyond.

He went on to describe the success of the ICTAC packs which form part of the Key Stage 3 National Strategy's support for whole school improvement, along with a commitment to continue working with a wide range of partners including subject associations to make this vision a reality.

'**Harnessing the Technology: Transforming Learning and Children's Services**' can be downloaded from:

<http://www.dfes.gov.uk/publications/e-strategy/>

The Art and Design ICTAC pack can be downloaded from:

<http://www.standards.dfes.gov.uk/keystage3/respub/ictac>

Embedding ICT in Art and Design - overview of the DfES 'Embedding Project'
Kevin Mathieson/Tony Wheeler

After outlining the range of materials that have been produced as part of the embedding project Kevin and Tony gave a brief overview of recent publications that are essential reading for all those involved with ICT and Art:

Becta Research - A report on the use of ICT in art and design January 2004. This is a report on two studies which explore good practice in the use of ICT in art and design. It covers issues on how the use of technology in art and design differs from its use in other subjects, cross-curricular uses, and areas in which ICT affects art teaching uniquely.

http://www.becta.org.uk/corporate/publications/publications_detail.cfm?currentbrand=1&pubid=25&cart=

Keys to imagination: ICT in art education Provides a snapshot of some of the main issues for art and design teachers in relation to information and communications technology (ICT). The report focuses on 'pockets of exemplary practice,' highlighting the approaches of a number of teachers who recognise and are exploring the potential of creative uses of digital technologies. Autumn 2003
http://www.artscouncil.org.uk/information/publication_detail.php?browse=recent&id=361

School Art: What's in it? Exploring Visual Arts in Secondary School Based on interviews with 54 teachers in 18 schools and their descriptions of 64 art modules, this book explores the content of the secondary school art curriculum and why it looks the way it does. Commissioned by Arts Council England in association with Tate, it examines the range of approaches taken by different teachers and schools and asks whether there is a place for contemporary art practice. Author: DOWNING, D. and WATSON, R Published: 17/11/2004 ISBN: 1 903880 87 4 Price: £10 Email:

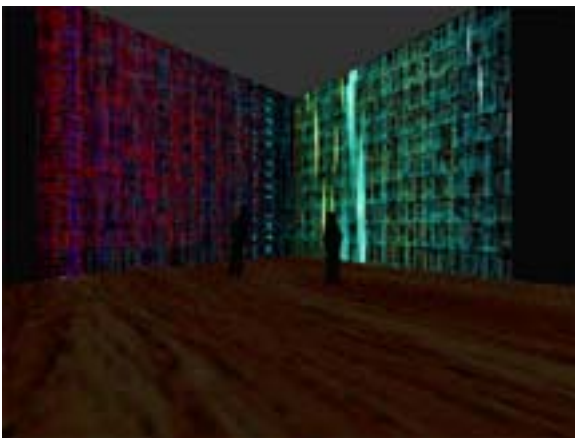
book.sales@nfer.ac.uk

Between a Rock and a Hard Place: making art through technological means

Simon Biggs - Professor of Digital Arts at Sheffield Hallam University, UK.

Simon Biggs is a visual and inter-disciplinary artist, he uses the computer and interactive systems within large-scale installation, web-based artworks and other contexts to explore issues around identity and reality as social constructs.

Initially Simon was more interested in the processes and systems that eventuate in an image than in the image itself. 'I was wanting to explore those processes as the actual artefact. Initially this involved using the computer to procedurally generate images which, to begin with, I would then paint. Then I shifted to recording the output of the computer to video tape as this allowed a focus on process rather than the individual image. From there to placing the viewer as part of the process was straight forward, and so I started to make the works interactive and responsive to the viewer'.



'Stream' 2003

Simon's more recent works revolve around the development of multi-user interactive systems, with a focus on the viewer's relationship with both the work itself (which is programmed to react to any human presence) and with the other visitors in the exhibition space. By throwing the emphasis back onto the viewer, Simon creates works that examine identity and its relationship to the moment. He achieves the 'visual sensing' in his installations by using a live video-feed into a computer, which then generates images and sounds in relation to what the computer sees.

Find out more from:

<http://www.littlepig.org>

Nadia Arbach Tate Tools and Online Learning Resources

Nadia is acting E-Learning Curator at Tate, she works with the Digital Programmes department and the Interpretation and Education departments across Tate to develop online learning experiences for schools, teachers, young people, adults, lifelong learners, families and kids.

Nadia's presentation provided delegates with a comprehensive overview of the Tate Learning site and champions the vital role of e-learning as a part of Tate's overall education strategy.

The Tate Learning site includes 'Schools Online' which is the central repository for all online learning resources found throughout the Tate site. It brings together all of Tate's online activities, interactives, teachers' notes and other online resources into one searchable database.

Schools Online is organised by type of resource, artist, subject keyword and age group. The resources relate to Tate's permanent collections as well as to its current and past exhibitions, and cover all four Tate galleries.

Find out more from:

<http://www.tate.org.uk/learning/schools/>

Lorraine Berry

Encounters: working with schools and community to produce site specific installations

Lorraine creates site-specific installations using new media technology. Her work has been exhibited in Barcelona, Liverpool, Manchester, Edinburgh and throughout the North West. Her practice raises questions as to the nature of reality and perception and often uses illusion, interactivity and visual awareness as a means of challenging preconceptions. Her themes look at issues of identity and humanity and she often works with community groups, schools, museums and galleries to produce installations and interventions that aim to engage the viewer through an element of discovery.

Lorraine's presentation outlined some exciting recent projects including introducing artificial reflections into the display cases of the Harris Museum, introducing images in shop windows which change colour or appear and disappear when sensors are activated by passers-by, producing a 'Telescope

Trail' of 52 sculptural telescopes each incorporating a digital image produced by local schoolchildren.



'Angel' 2003

Her most recent installation, originally produced for the Queen Street Mill in Burnley, looks at the lives of three generations of a single family who worked in the textile industry combining images created from fingerprint powder with recorded reminiscences activated by sensor. This exhibition is currently being shown at Queen Street's sister mill, the Helmshore Mill Textile Museum and runs until the 26th June 2005.

http://www.lancashire.gov.uk/education/d_lif/museums/content/exhibits/returnv.asp

Ged Gast

Ged's presentation focussed the ways in which ICT promotes creativity. He explored how the majority of the features of ICT define process based learning opportunities, which share consistencies with creative thinking and behaviours.

For more information contact:
kmathieson@nsead.org

I love Dust: graphic design solutions for print and web

Mark Graham and Suzie Hetherington

The iLD line-up began as a duo in 2003, and have swelled out a little over time. Working closely as a team, iLovedust applies a passion for design to every project they tackle, taking in pride in the details and the relationships they build with clients.

iLD work with the fashion and music industry, and taking up opportunities to collaborate with people the world over and see how far they can push themselves.

iLD gave a vibrant presentation showing some exciting contemporary graphic works for a wide range of clients.

Find out more:

<http://www.ilovedust.com>

Thanks to Tina Melbourne Education Officer at Tate Britain for her help in organising such successful day.

Further Information

e-mail: kmathieson@nsead.org



Creativity using ICT in art and design

www.nsead.org
www.afour.org.uk