

Komputer + Kunst = Kreativitet

Fagseminar ReMida 3rd November 2010

Audun Eriksen, artist

About the K+K= K Scratch workshops

Letizia Jaccheri, professor Department
of

Computer and Information Science, NTNU

ArTeNTNU.com Research, Teaching, and
Dissemination – past and future

www.artentnu.com

15 minutes

- K+K=K goals and partners
- ArTe research, dissemination, teaching

Vision

ArTe aims at enhancing the state of knowledge at the interdisciplinary intersection of Information Technology and the arts. The focus is on creativity, cooperation, and openness of processes and content.

K+K=K goals

- Within the framework of meta.morf and NTNU's 100-year anniversary, develop dissemination service for children and young people about the theme of art and technology in Trondheim
- Increase the level of knowledge about the dissemination of new media or digital art among artists, art mediators, and teachers in Trondheim
- Long-term perspective: through encouraging creative expressions in the intersection between art and technology:
 1. pupils interest in science is strengthened
 2. pupils interest in arts strengthened
 3. creative alternatives of use of digital media, than pure consumption of video games should be emphasized

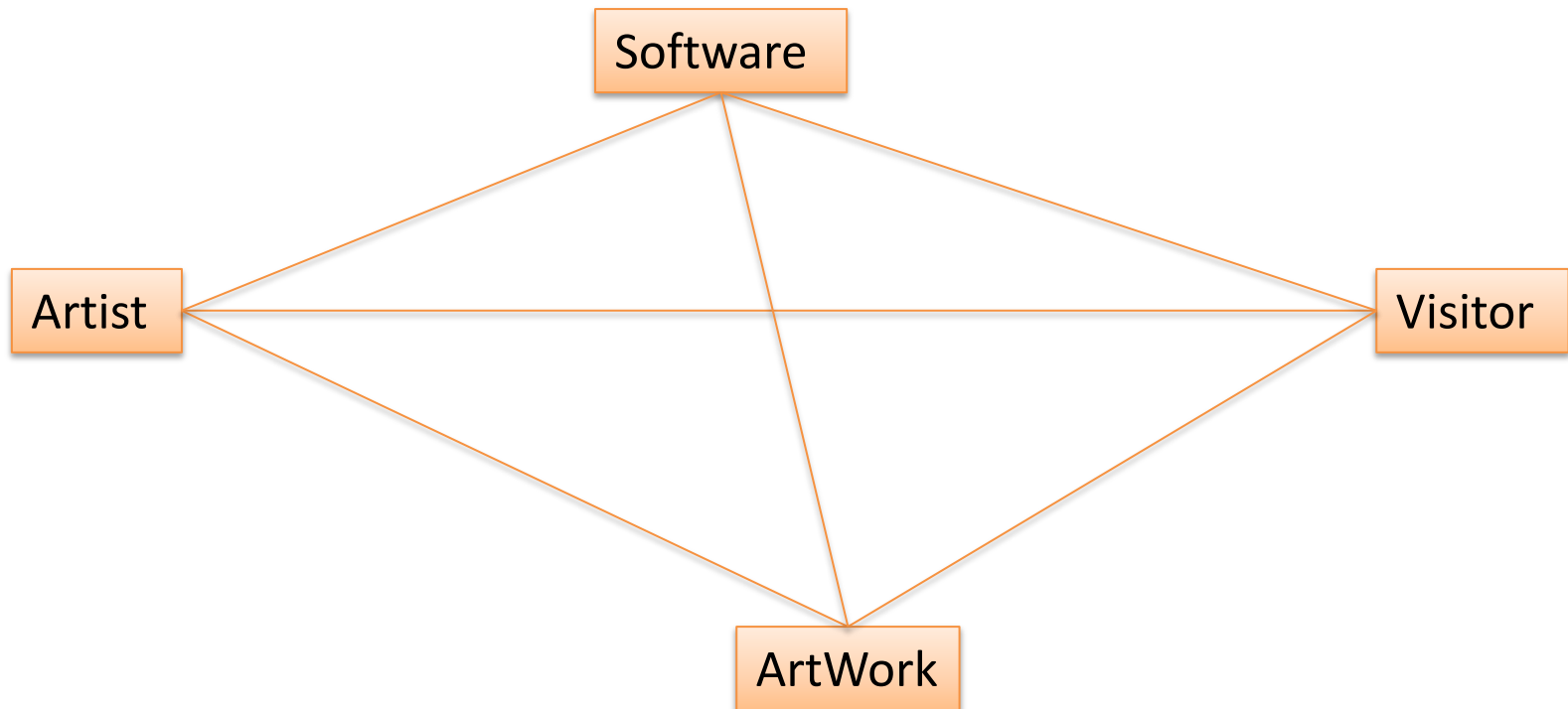
Cooperation partners K+K=K

- Julia Krankenhagen, Mesen for writing the application to Culture Council and managing the **project**
- **Meta.Morph** - Espen Gangvik (since 2004) Kathrine Kahn
- Pål Bøysen, ReMida, **workshops** and **seminar** host
- Audun Eriksen, artist, **workshops** leader and **seminar** speaker
- This International School, Lilleby school, **workshop** participants
- Students Marikken Høiseth, Ivete Leite de Oliveira, Sylvia Nasambu Wasike, Riccardo Ortolan, and Kishore Kosuri, workshops assistants
- Anne Helga Henning, artist, **jury** leader
- A **jury** of 8 children
- All you here at the **seminar**

ArTe Cooperation Partners

- Experts in Team, since 2004.
 - 4th year project course, 2000 students, all departments
 - 120 students and many good contacts
- At NTNU
 - Salah Uddin Ahmed PhD st., Anna Trifonova and Jose Danado ERCIM Post Doc, Agnieszka Pokrywka (PhD st.) , Ola Nordal, Jan Olav Owren
- Artists like Samir M'kdami
- International network

Research – the Concepts





Open source
Software
processing
arduino
interaction
old – new reuse
Max MSP
Touch technology

Objekt – prosjekt and ArTime v2.0

In connection with NTNU's celebration in September 2010

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Artist Samir M'kdami
PhD st. Salah U. Ahmed

The research questions explore the interplay between artwork, **technology**, **artist**, and audience

How can we improve the development process of software dependent artworks and projects, in terms of software development, maintenance, upgrade and usability of the artwork?



Education Experts in Team 2008

From an experimental house façade to a room at Gløshaugen

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Research -how important is the type and novelty of technology in a cooperation project between artists and technologists?
- Is the Open Wall a piece of art or is it a tool for artist expression?



Dissemination Norwegian Research Council – PROREAL 2009-2010
Increase interest in science, focus on recruitment to Computer science

Cooperation possibilities

- Experts in Team 2010
 - TDT4852 Experts in Team – New media art for interactive campaigns (L) Liv Arnesen
 - TDT4855 Experts in team – Information Technology for creativity, culture and cooperation (I)
- Artistic Software: Products and Processes Master thesis (Spring 2011 – Autumn 2011)
- NFR Proreal Programmet planlegger neste utlysning våren 2011. Revidert programplan vil foreligge i november 2010 (årlig budsjett 4 mill. kroner)
- NFR Research (VERDIKT har et årlig budsjett på ca. 160 mill. kroner og varer fra 2005 til 2014.)