

LEONARDO AT CYFEST12: ROUND TABLE DISCUSSION



CONTEMPORARY ART IN ACADEMIC ENVIRONMENTS: MECHANISMS, STRATEGIES AND PERSPECTIVES OF INTEGRATION

Participants:

Alan Boldon (UK) — round table moderator. Artist, curator, academic, founder of an international network of learning labs with the aim of developing interdisciplinary and intercultural approaches to complex problems.

David Rosenboom (USA) — composer, performer, interdisciplinary artist, author, and educator known as a pioneer in American experimental music and in the use of neurofeedback and compositional algorithms.

Lily Díaz-Kommonen (Finland) — PhD, professor and Head of Research at the Department of Media, Aalto University, Helsinki. Jury member of American Alliance of Museums MUSE competition (2014-2018) and the Ibero-American Design Biennial (2010).

Patricia Olynyk (USA) — scholar, educator and multimedia artist exploring art, science and technology interrelations, Director of MFA in Visual Arts program, Washington University.

Eduard Khayman (Russia) - designer, architect, urban researcher and digital artist, curator of the Da master's program. Digital Art at the FEFU School of Digital Economics in Vladivostok, curator and teacher of PRO courses at the MARCH School of Architecture.

Anastasia Rusakova (Russia) — Associate Director, School of Advanced Studies, University of Tyumen. Master program "Digital Cultures and Media Production" coordinator.

Nina Czegledy (Canada) — artist, curator, educator, works internationally on collaborative art, science & technology projects. Adjunct Professor in Ontario College of Art and Design University, Senior Fellow KMDI in University of Toronto, member of the Governing Board Leonardo/ISAST (2008).

William Latham (UK) — computer artist, curator. Director and co-founder of SoftV Ltd and London Geometry Ltd, Latham is well known for his pioneering Organic Computer Art project based on his work on the IBM with mathematician Stephen Todd. Since 2007, he has been Professor in Computer Art and Games Development at Goldsmiths University of London.

Erica Hruby (USA) - Managing Editor for Leonardo and Leonardo Music Journal, the academic, peer-reviewed journals of the International Society for the Arts, Sciences, and Technology.

Preview:

The realization of an artistic project in the field of contemporary art could be an effective instrument of practical and theoretical learning. This instrument can adapt to the academic context and be embedded into the art education system. How is this task being addressed in different institutions? What are the benefits of the introduction of digital culture into the academic environment? How does the appeal to contemporary art affect the educational process? What issues are raised and in what ways are multidisciplinary approaches of interest to specialists?

A basis for the discussion will be an exchange of experiences between media artists being educators and specialists responsible for the organization of the educational process. This round table of participants will present their perspectives on questions, centered around the following themes:

- **Actual problems of education in the field of digital art:** How do we define the target audience of the new educational programs and motivate those who already consider themselves a professional to participate? How is integrated education being organized? What educational models are the most successful? What are the advantages of education at the intersection of science, technology, engineering, art and math? What media technologies connect artistic practice with disciplines outside the arts?
- **Project-based work as a stage of an educational process:** What are the optimal forms of organization within joint group work in the art field? What creates a value in project-based learning in comparison to traditional ways of learning? What are the specific features of students' artistic thinking in the age of digitalization? What modes of learning have been made accessible today? What professional artistic skills are necessary for building a successful career? How is corporeality being reflected in the context of a media education? How does the integration of game models help to build an educational process?
- **The influence of a cultural context to the integration processes:** Are there any cultural differences which foster or discourage digital integration? How do social attitudes, cultural values and norms influence this process? What about the integration of artificial intelligence and artistic consciousness? How is art combined with machine learning? Where is the border between the digital environment and the artist's "self"? How do new technical possibilities within VR expand the artist's toolkit?

Each of the above declared questions and themes leaves a space for dialogue with the audience. Participants of the round table are expecting additional questions from spectators that will help to analyze a problem area of integrative processes and its perspectives in Russia and abroad. The working language of the round table is English, with a simultaneous translation into Russian for the audience in the room.

Live streaming will be provided so everybody can ask their questions. The working language of the streaming is English without translation. The streaming time is : 10:00-14:00 UTC +3

Streaming will be available at <http://cyberfest12.cyland.org/round-table.html> (<http://cyberfest12.cyland.org/round-table.html>). The video will be accessible after the event.

Pedagogues of theoretical and practical disciplines related to contemporary art, curators of educational programs in academic institutions, students and all interested persons are encouraged to participate: [November 16th, 2019 10:00 AM \(November 16th, 2019 10:00 AM\)](#) through [2:00 PM \(2:00 PM\)](#)

(<https://www.leonardo.info/civicrm/event/ical?reset=1&id=456>)

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