

The Hebrew University of Jerusalem

Syllabus

THE SPECTRUM - SCIENCE ART TECHNOLOGY DESIGN & MEDIA - 67798

Last update 18-11-2018

HU Credits: 6

Degree/Cycle: 2nd degree (Master)

Responsible Department: Computer Sciences

Academic year: 0

Semester: Yearly

Teaching Languages: English and Hebrew

Campus: E. Safra

Course/Module Coordinator: Prof Yair Bartal

Coordinator Email: yair@cs.huji.ac.il

Coordinator Office Hours: By appointment

Teaching Staff:

Prof Yair Bartal

Course/Module description:

Joint Course of the Hebrew University and Bezalel.

The course is for advanced students from both institutions.

The purpose of the course is to examine the points of intersection between art and science, in purpose of creating cross-fertilization and cooperation.

Course/Module aims:

The purpose of the course is to examine the points of intersection between the fields of thought, science and the arts in desire to explore the possibilities of cross-fertilization and to encourage cooperation between the disciplines. The course will bring together students from various academic and scientific disciplines with students in disciplines of art and design, when the main goal will be a joint creation though a project which combines the scientific outlook with the artistic one.

Learning outcomes - On successful completion of this module, students should be able to:

Students will become acquainted with various aspects of the interfaces between science and art, and gain experience in the work of creation that combines the disciplines.

Attendance requirements(%):

100

Teaching arrangement and method of instruction: The course is built on thematic clusters of and both scientific and artistic-design aspects such as: perception and cognition, time-space-function, aesthetics, and dynamics. Each topic will be discussed by lectures of science and art experts which are dealing with the issue of scientific and artistic direction / design, discussion of participants following the lecture, short presentations, the construction of multidisciplinary working groups, development of proposals for joint projects and the construction of a common workflow for execution. The course will also include various tours.

The second semester will be mostly dedicated to the main project which will be done in a multidisciplinary team.

Course/Module Content:

This year's course will include workshops on: 3D printing / materials, HCI, VR/AR, AI, digital performance, etc.

Among the possible topics:

The meeting point between science and art, collaborations between scientists and artists, perception and cognition, technology-creating relationships, aesthetics, new media, learning and artificial intelligence, materials and three-dimensional printing, vision, space and time, mind and art, etc.

Required Reading:

NA

Additional Reading Material:

Grading Scheme:

Additional information:

The number of student slots for this course is limited - in accordance to the course's needs it is possible that the best/most suitable students will be chosen, according criteria set by the teacher and course team.

On the first semester the student will participate in several short workshops, in which they will be given basic exercises. During the course, students will be required to make a number of short presentations which will show how they address the material and will present project proposals. Later in the course they will work in pairs or small teams on the implementation of the project. The final grade will be given taking into account the entire project creation process, and the general participation in the course: including class attendance, exercises submission and grades, project progress, intermediate project presentations, and the final project presentation, as well as general impression.

The course will finish with an exhibition of the final projects. Generally, participation in the exhibition is an integral part of the course requirements.