

Digital Artists

What is iQ: smartparent?

iQ: smartparent is an Emmy-winning multimedia television and web series designed for parents that will empower them with new knowledge, tools, and abilities to successfully guide their children through the changing landscape of digital media and technology. It's a growing community of caregivers, national experts, educators, and parent bloggers who want to understand the opportunities and challenges of media as it relates to the development of their children. *iQ: smartparent* was created by WQED Multimedia in 2012.

About this Episode

Since the earliest cave paintings, artists have evolved with every new technological development. From 3D printing to interactive installations to conductive paint – and even musical performance – discover how technology is transforming art and culture on this episode of *iQSP*. Meet artists, experts, and educators who are inspired by the exciting range of contemporary media and digital techniques available today; and hear their advice for encouraging young people to explore and create art using new technology.

Discussion Questions

1. How has modern technology changed the art world? How has it changed its creation, marketing, delivery, and accessibility?
2. Historically, technology has always been a part of art. Can you think of ways that art has historically incorporated technology?
3. Why do you think digital art is important in today's era? Or why do think it is important to include technology into art fields such as drama, music, etc.?
4. How has digital art expanded its influence and accessibility of not only its audience but its creators?
5. How impactful is digital art? Who are some famous digital artists? If you can't name any, why do you think that the influence of new digital artists is so limited?
6. Art is a culture and a form of record keeping for society, what will digital art today tell people 50 years from now?
7. How does digital art and computer created art affect the digital divide and low socioeconomic status communities?
8. Why do you think there is a push for STEM (science, technology, engineering, math) classes to become STEAM (science, technology, engineering, art, math) focused in schools?

About the Guests

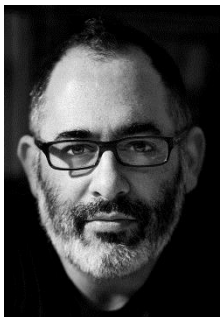


Kevin Clancy is a Pittsburgh-based interdisciplinary artist who creates accumulative process-based installations, nomadic social spaces, and prismatic light environments that provide momentary glimpses into utopic possibilities. He has exhibited work at Keleketla! Library (Johannesburg), VIVO Media Arts Centre (Vancouver), Flux Factory (Queens), Mattress Factory (Pittsburgh), The Andy Warhol Museum (Pittsburgh), ILLUMINUS (Boston), and Samsøn (Boston). He holds a BFA with Honors and Distinction from the Studio for Interrelated Media at Massachusetts College of Art and Design. www.anenvyclick.com/



Gil Teixeira is a prolific artist and educator that sees Sound as the unifying core of his many practices. A native of Portugal, Gil grew up studying classical guitar with some of the great masters of the instrument. He holds a Bachelor degree in Guitar Performance. Alongside his classical studies, Gil started the post-rock band La La La Ressonance, a group that pushed the artistic boundaries of what a band is and does, mostly due to their bold cross-artistic experiments. In 2012, Gil moved to London to pursue a Masters in Music Leadership at the Guildhall School of Music & Drama, where he developed a keen interest in the exploration of technology in collaborative music making contexts and started working on

CEEMI, a collaborative and experiential electronic musical instrument. His artistic practice also shifted from playing music into a more experimental and abstract exploration of Sound more in tune with Soundart and Multimedia Installation. His works in this field have been on display at the Museum of Modern Art of Serralves (Portugal), the Barbican (UK) and the Lydgalleriet (Norway), among others. He moved to Pittsburgh PA in January of 2015 where he lives with his wife and infant daughter. One day they'll have a dog. <http://gilteixeira.com/> CEEMI website <http://playceemi.com/>



Golan Levin develops artifacts and events which explore supple new modes of reactive expression. His work focuses on the design of systems for the creation, manipulation and performance of simultaneous image and sound, as part of a more general inquiry into the formal language of interactivity, and of nonverbal communications protocols in cybernetic systems. Through performances, digital artifacts, and virtual environments, often created with a variety of collaborators, Levin applies creative twists to digital technologies that highlight our relationship with machines, make visible our ways of interacting with each other, and explore the intersection of abstract communication and interactivity. Levin has exhibited widely in

Europe, America and Asia. Levin received undergraduate and graduate degrees from the MIT Media Laboratory, where he studied in the Aesthetics and Computation Group. Between degrees, he worked for four years as an interaction designer and research scientist at Interval Research Corporation, Palo Alto. Presently Levin is Director of the STUDIO for Creative Inquiry and Associate Professor of Electronic Time-Based Art at Carnegie Mellon University, where he also holds Courtesy Appointments in the School of Computer Science and the School of Design. His work is represented by the bitforms gallery, New York City.

www.flong.com/

Online Resources

The Frank-Ratchye Studio for Creative Inquiry – Carnegie Mellon University
<http://studioforcreativeinquiry.org/>

Carnegie Mellon Today archives – “Digital Art”
<http://cmtoday.cmu.edu/issues/feb-2006-issue/feature-stories/digital-arts/>

PBS Digital Studios Video: *The Art of Creative Coding*
www.youtube.com/watch?v=eBV14-3LT-g

Andy Warhol Museum – Lesson plans and education resources online
www.warhol.org/education/resources/

Learn about Andy Warhol’s lost digital art!
www.wired.com/2014/04/an-amazing-discovery-andy-warhols-seminal-computer-art/

DigitalMeetsCulture
www.digitalmeetsculture.net/article/technology-with-teens/

5 Pioneering Art Works That Trace The Rise of Digital Art
www.fastcodesign.com/3055176/5-pioneering-artworks-that-trace-the-rise-of-digital-art

7 Ways Technology is Changing How Art is Made
www.smithsonianmag.com/arts-culture/7-ways-technology-is-changing-how-art-is-made-180952472/

The Journal of Digital Humanities Vol. 1, No. 2 Spring 2012 – *Transitioning to a Digital World: Art History, its Research Centers, and Digital Scholarship*
<http://journalofdigitalhumanities.org/1-2/transitioning-to-a-digital-world-by-diane-zorich/>

Unleashing Creativity With Digital Technology
<http://sloanreview.mit.edu/article/unleashing-creativity-with-digital-technology/>

10 Websites Every School Computer Lab Should Bookmark
www.commonsemmedia.org/blog/10-websites-every-school-computer-lab-should-bookmark

Ask The Experts: Richard Rinehart On Digital Art
www.bucknell.edu/x71590

The Importance of Being an Artist in Today’s Modern World
www.finearttips.com/2010/01/the-importance-of-being-an-artist-in-todays-modern-world/

Pew Research Center: Overall Impact of Technology on the Arts
www.pewinternet.org/2013/01/04/section-6-overall-impact-of-technology-on-the-arts/

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