

Rethinking the Digital: New Media Art and the Active Viewer

Learning Activities and Resources

Preparation Overview:

1. Participants should come to the program with some knowledge of the exhibition and the type of art works it contains. Exhibition guide from The Kemper Museum is available at <http://kemperartmuseum.wustl.edu>.
2. Participants should think in advance of questions they wish to ask the curators. Feel free to e-mail us in advance of the program any questions your students have already prepared, and we will use them to call on students during the program. Send your advance questions to roundtrips@clayton.k12.mo.us no later than October 13, 2007.
3. Participants should have pencil and paper ready to use during the program to jot down ideas and additional questions as they come to mind.

Pre-Program Activities:

1. Have students learn more about the exhibition and the artists whose works are featured by utilizing the Kemper Museum's website at <http://kemperartmuseum.wustl.edu>. Once there you will find a description of the exhibition as well as an educator guide. The guide includes information on the works and the artists. The website also has links to websites of artists in the exhibition.
2. Have students brainstorm the impact of technology on their lives. How has it changed them and the way they interact with the world? As an artist, how might they express those feelings/ideas to the world?
3. Have students discuss what the terms "window" and "interface" mean to them. How has technology changed the nature of those terms? How might an artist interpret those terms? How would they artistically interpret those terms?

Post-Program Activities:

1. Have students draft ideas for their own artistic expression of the impact of technology on their lives and/or how they now view the concepts of "window" and "interface."
2. Have students journal on the ideas of new media art, their feelings toward technology, and how they might artistically express those feelings.
3. Have students seek out more information about the artists and potentially contacting them with questions the students have about the works the artist is pursuing.

Vocabulary:

New Media Art—A genre that encompasses artworks created with new media technologies, including computer graphics, computer animation, the Internet, interactive technologies, robotics, and biotechnologies. The term differentiates itself by its resulting cultural objects, which can be seen in opposition to those deriving from old media arts (i.e. traditional painting, sculpture, etc.)