

Rethinking the Digital: New Media Art and the Active Viewer Objectives and Agenda

Program Objectives:

1. The participant will explore the nature of "new media art" and his/her reaction to it.
2. The participant will engage in a discussion about the methods of artistic expression in "new media art."
3. The participant will interact with artistic works and engage in critical evaluation of the pieces explored.

Program Agenda:

The program will focus on four works in the exhibition. Students will have many opportunities to interact with the works and ask questions of the curators as we go through the exhibition. You can learn more about each of the four works in the education guide on the Museum's website at <http://kemperartmuseum.wustl.edu>. Order of the program is:

1. Welcome and Introduction--Will include asking for student ideas on how they interact with technology, what they like/don't like about it, etc.
2. "Seeing Yourself Seeing" by Olafur Eliasson will be the first work we explore.
3. "The Golden Calf" by Jeffrey Shaw will be the next work explored.
4. "Prototype for Interface" by Peter Campus will be the third work.
5. "The Kiss" by Inigo Manglano-Ovalle will be the final work explored.
6. Closing Segment--Including summary of topics discussed and final questions from students.