

School of Art, Design and Media
Class Schedule for Semester 2 AY2024

S/No	Course Code	Course Title	Faculty Member	Day	Time	Venue	Course Contents	Remarks
ELECTIVE COURSE								
1	AP7040	Exhibition Design	Laura Miotto	THU	1330 - 1620	ART-01-02 Viscom Workshop	This course will present and discuss current issues and concepts in exhibition-making with a particular focus on design approaches and interpretative techniques that communicate knowledge and engage the audiences. Exhibition-making means the creation of innovative structures for the presentation of cultural artefacts through interdisciplinary collaboration. There will be a critical discussion on the latest design trends in the context of museum exhibitions helping the students to reflect on the relationship between the narrative, the space and the visitor experience. As exhibition concepts and agendas largely reflect the hosting institutions' mission, students will be exposed to a variety of exhibitions: historical, cultural, scientific, permanent and temporary. The course approaches the definition of the exhibition space as a "narrative environment" and the evolving notion of interpreting and displaying cultural artifacts, analyzing the physical, sensorial and conceptual dimension of the museum space. Exhibition environments today can be enlightening, immersive, interactive, and use different kinds of media: video projections, historical objects, specimens, hands-on exhibits, innovative technologies. The course will provide a historical overview and offer a structured platform to discuss how museographic solutions has evolved to become more engaging and participatory.	Commence Date: 16-JAN-2025
2	AP7051	Artist and Art World	Oh Soon-Hwa	THU	0930 - 1220	ART-B1-14 Crit Room B1.1	The course focuses on a set of principles underlying and guiding the work of a particular artist or artistic movement. The students will be introduced to selected fundamental philosophical essays in aesthetics, historical art movements, and socio-economic issues relating to the value(s), experience(s), and meaning(s) of the art works. Through in-depth and theme-oriented seminar series, the class will examine the issues influencing or affecting the creation of new art works and the production of new exhibitions. The main focus of this course will cover the issue of the sustainability of artists, being understood that the term "artist" is considered for the purpose of this course under a broad scope to include design and media artists, curators, and authors of new emergent creative art works. Weeks 11-13 will be devoted to the students' presentations, through which they will either develop their own aesthetic project or investigate the aesthetic of a particular artist or art movement. The subject of Aesthetics is assumed to be of prime value to students within the graduate program of ADM. This elective course has been designed to serve and link both the practice and theory aspects of their research.	Commence Date: 16-JAN-2025
3	AP7055	Art in the Age of Creative Machine	Ina Conradi	TUE	1630 - 1920	ART-02-17 Interactive GameLab	*Pre-requisite - Requiring students to have some design or art background This course introduces students to the most recent research and critical machine learning theories in creative fields such as media art, music, performance, and literature. It examines how machine-based art methodologies developed may expand our understanding of the artist's role, the creative potential of AI, and the future of creativity. To identify the specificities of AI in art, cultural, historical, philosophical, aesthetic, and spiritual aspects will be introduced into the discussion. Students will submit weekly written reading responses on assigned readings during the semester and develop a final research project for a unique concept and prototype using AI tools as a creative medium. The project will be presented at the end of the term, highlighting the student's own exploration, discovery (concept and /or prototype), and perspective and approach to AI as a medium in creative practices. The course aims to bridge the gap between AI, machine learning and Arts by introducing knowledge, methods, and tools accessible for the artists to work with.	Commence Date: 14-JAN-2025