

they will look at how the studio jewellery movement pushed these apart, and used new ideas and materials to create a new set of language. The students will then reflect on their own identity issues, develop a series of jewellery, and present their work and research findings to the class.

**V.A. 3440 Contemporary Vision in Chinese Art Practice (3,3,0) (E/C)**

Prerequisite: V.A. 2600 Arts of Asia or V.A. 1220 Introduction to Western Art and V.A. 1210 Introduction to Chinese Art

Contemporary Chinese art practice exists in a multiplicity that encompasses a wide spectrum ranging from traditional to avant-garde artistic expressions. This course covers both theoretical study of contemporary Chinese art practice and practical study of art production methods with a contemporary vision. Through critical examination of a range of major scholarly debates on modern and contemporary Chinese art practices, students will learn to apply art-historical methods and approaches to the analysis and interpretation of works by major contemporary Chinese artists. Meanwhile, the centrality of the notion of negotiations with tradition and modernity in the practices of contemporary Chinese painting and calligraphy will be highlighted. Students will exercise their critical thinking and analytical skill in both oral presentation and writing assignments. Based on the inspiration originated from the aforementioned theoretical study, students will be guided to explore experimental methods and techniques to transform traditional mode of Chinese art practices which include Chinese painting, calligraphy and seal engraving. The course will culminate in students' development of a set of personal creative strategy to effectively express their ideas through artwork production.

In the context of an emerging world market of contemporary Chinese art, the development of contemporary Chinese art becomes a subject of global attention. This course is significant because it presents the current state of knowledge about modern and contemporary Chinese art. Moreover, it offers an opportunity for students to learn the tools for analysis and interpretation of works by major contemporary Chinese artists. Meanwhile, this course serves as an extended study of the other studio art courses of Chinese painting, calligraphy and seal engraving. Lastly, the interdisciplinary nature of the course, as embodied in the coexistence of academic research methods and artistic output, contribute to the overall direction of AVA.

**V.A. 3450 Sculpture: Form and Applications (3,4,0) (E)**

Prerequisite: V.A. 2270 Intersculpt or V.A. 2730 Sculpture: Materials and Processes

Direct carving is a technique that has been utilized since the beginnings of civilization. The course will focus on such subtractive process and/or the use of reductive thinking as a creative tool to explore sculptural forms. Students will investigate how form can be revealed through different carving approaches and techniques.

In this course students will study the use of working models, templates as well as to work directly with the material to experience both systematic and intuitive methods for producing sculptural form. Students will also examine the application aspects of sculptural form in large scale public sculpture/environmental project through scaled models and appropriate visual presentation formats.

**V.A. 3460 Embodied Interaction (3,4,0) (E)**

Prerequisite: V.A. 2740 Bodyscape

Contemporary artists have been experimenting with the use of technology to enable and orchestrate the participation of the audience. Studies of interactivity are often focused in the technical implementation rather from the critical and aesthetic viewpoints.

The course introduces the foundation concepts and skills of interactivity employed in contemporary art and design. It aims to go beyond the traditional discussion of interactive media from either the media studies approach or the cognitive aspect

of the human computer interaction (HCI) direction. Within the current social and technological context, it provides a broader investigation from the participatory and the performative nature of interaction with the focus of the human body as the main site of interaction. Students in the course learn to create simple audio-visual musical instruments that the artists and audience can perform together. They also build game-like environments or devices that participants can explore through their bodily interaction. Within this context the focus of the course lies more on the interaction process and experience rather than on the interface design.

This course provides a broad coverage of the use of interactivity in different facets of contemporary art and design. Historical reference will be drawn from a variety of sources like cybernetics, phenomenology, human computer interaction, performance studies, narrative studies, game and play studies, architecture, and sociology. The conceptual framework in the class is transferable and applicable to other subjects like media art/design, spatial design, performance art, and contemporary art theory. As computing technology gets more involved in the creation of visual arts, it is essential for students and practitioners to understand the potential and limitations of the medium in relation with the human body.

The course will introduce the use of the simple graphical programming environment Pure Data that the students can use to experiment with interactive media content, without going through a steep learning curve of mastering traditional text based programming.

**V.A. 3470 Virtual Touch (3,4,0) (E)**

Prerequisite: V.A. 2740 Bodyscape

Media art relies much on the audio and visual senses to engage audience. Interactive media has its uniqueness to employ the tactile sense to create a total sensation for audience. Early interactive artworks start by using "classical" devices of mouse and keyboard to couple the audience's actions and the audio and visual transformation of virtual objects on screen. More sophisticated works embed the interacting devices into a spatial environment or custom made artefacts. In both cases, audience has an embodied experience with the artworks through the exchange of information channelled in the sense of touch.

Because digital technologies are incorporated into our daily life, there is a crucial need to strengthen the communication between these systems and their users. These interfaces are the subject of the course. Students will create new hardware interfaces using electronics and sensors that can replace the mouse and keyboard. Basic design skills and knowledge of Adobe Creative suite are expected.

The interaction between the digital and the physical world is a field with increasing meaning for designers and artists. This course will explore the history of interface design—related to time and space—with regards to usability and cultural issues. The development of interfaces has always been driven by technical progress along with the needs of human beings. Students will research experience design, products design, and digital content and create new concepts for interfaces.

**V.A. 3500 Screenprinting and Lithographic Printmaking (3,4,0) (E)**

Prerequisite: V.A. 2410 Experimental Illustration

Screen-printing was first developed in China during the Song Dynasty, and was only relatively late introduced to the West. However, when it finally was patented in England in the early 20th century it developed into a huge industry as it allowed for the first time to print onto almost any surface of almost any 3D-form. Lithography is a truly European invention based on chemical processes of "hydrophobic" and "hydrophilic" surfaces and printing paint. As these chemicals can be applied to all kinds of surfaces, it also allows a vast array of printing possibilities that are particularly interesting for industrial and commercial usage.

Together these two techniques cover almost the entirety of all industrially printed matters, from books to products, from packaging to magazines, yet since Andy Warhol and Pop Art