

ISEA2017
23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART
XVI INTERNATIONAL IMAGE FESTIVAL
LEARNING CALL

1. Title

Art of Collaboration

2. Duration (only workshops and tutorials)

Half day ____ Full day ____

3. Organizers and presenters' names and affiliations

Allison Love, Design Major at UC Davis

4. Abstract (ready for diffusion). 200 words maximum.

The Art of Collaboration is an app through which primary and secondary school students can share their ideas and materials, and build portfolios. The app has two main parts: one to upload and display personal projects, and one to create and share beginnings of projects that others can finish.

The Art of Collaboration app will encourage participation in the arts for students who don't have the opportunity to take art classes in school or the funds to take art outside of school. Art is important in early education to develop fine motor skills, creativity, self-confidence, and non-verbal communication, among other skills. The app's end goal is to help close the education gap by getting young students to spark each other's creative interests.

5. Rationale, instructional methods, and description

On the Art of Collaboration app, students as young as six or seven and as old as 18 can intuitively do and share art. The app is designed to work mainly on tablets, which is a technology that young kids find easiest to navigate. It is also a functional website for computers. The app allows for students to draw in the app itself, and also stores files in a printable format so that projects can be started or finished as a physical copy. In other words, one student may draw a black and white image of a bird digitally on the app, and another student may print out that image and color it in.

The app also makes it easy to upload or take pictures of art that students have created through the app, or separately. The app will prompt the user to input key information like the artists' name/s, the date it was produced, a title, and an optional short description to teach the basics of what should be included with an image in a portfolio. Students will be able to look through each other's work to find inspiration and think about what others see when they walk through the world.

This project connects to the ISEA theme of peace and the "Design, Art, Science, and Technology" sub-theme because it intends to involve a young audience in the arts and encourage sharing and collaboration among students.

6. Plan to solicit participation (only workshops and tutorials)

7. URL of website (only workshops and tutorials)

allisluv.github.io/des157/artcollab

8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)

9. Biographies of the Author(s).

Allison Love is a senior design major at UC Davis and has spent the last four years trying to take a broad range of classes and learn as much as possible. Allison has always been interested in art and design, but has had little idea where that would take her. A little late in her college career, Allison discovered computer science and the world of code. Since then, Allison has been learning as many coding skills and languages as she can while finishing her degree in design and nurturing her desire to work with kids.

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Keywords: Students, Collaboration, Inspiration

Sub-themes: Design, Art, Science, and Technology

Bio creation & data

Critical perspectives on the use of technology for peace

Media art, landscape and heritage

Interdisciplinary platforms for coexistence

The cultural dimensions of bio-creation and peace

Design, Art, Science, and Technology