ISEA2017

23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART

XVI INTERNATIONAL IMAGE FESTIVAL

CREATIVE CALL

1. Title

Art of Collaboration

2. Organizers and presenters' names and affiliations

Allison Love, Design Major at UC Davis

3. URL of the demo website or video

allisluv.github.io/des157/artcollab

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

I hope to produce an app through which primary and secondary school students can share there art ideas and materials, and build portfolios. The app called Art of Collaboration will have two main parts: one to upload and display personal projects, and one to create and share beginnings of projects that others can finish.

Art is under valued and under funded in many schools, but art is important in early education to develop fine motor skills, creativity, self-confidence, and non-verbal communication, among other skills. Art of Collaboration will create a space for students to inspire each other to do art on their own, outside of school. They will be able to show their finished projects and create new projects that others can draw on digitally or print and color, draw or build.

The app will use art to connect students by sharing and supporting each other's creative interests.

5. General description of the Project

For this project, I hope to build an interface through which students as young as six or seven and as old as 18 can intuitively do and share art. The app will be produced for use mainly on tablets, which is a technology that young kids find easiest to navigate, but will also be usable on a computer or phone. The app will allow for students to draw on the interface itself, and will also store 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 will also make it easy to upload or take pictures of art that students have created on 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.

6. From glenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you connect your content to the ISEA call, so that is what I would like you to write here.

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.

7. Biographies of the Author(s).

I am a senior design major at UC Davis and have spent the last four years trying to take a broad range of classes to discover what I want to pursue in life. I have always been interested in art and design, but have had little idea where that would take me. A little late in my college career, I discovered computer science and the world of code. Since, I have been trying to learn as many coding skills and languages as I can while finishing my degree in design and nurturing my desire to work with kids. I've learned so much and am proud to have a project of this scale underway.