ArtiQ: School of Art, Technology, and Science

Description:

ArtiQ is an avant-garde educational institution that bridges the realms of art, technology, and science. Through a meticulously crafted curriculum, ArtiQ offers a transformative learning experience, fostering creativity, critical thinking, and technical mastery. The school's interdisciplinary approach equips students with the skills and knowledge to navigate and shape the future, where these fields increasingly intersect.

Mission Statement:

To cultivate a new generation of thinkers, creators, and innovators at the intersection of art, technology, and science, empowering them to shape a more equitable, sustainable, and imaginative world.

Vision Statement:

To be a global leader in interdisciplinary education, fostering creativity, critical thinking, and technical mastery, while nurturing a community of lifelong learners who will drive the future of art, technology, and science.

Target Audience:

Children and youth aged 6-18, with specialized programs tailored for different age groups.

Locations: - **Bogota, Colombia**

ArtiQ Campus, Calle 100, Bogota, Colombia

Phone: +57 1 234 5678

- **New York, USA**
  ArtiQ Campus, 5th Avenue, New York, USA**Phone:** +1 (212) 123-4567

Official Website:

www.artiq-school.com

(Note: The website URL and phone numbers are fictional and for illustrative purposes only. They do not lead to an actual website or phone line.)

ArtiQ Courses Offer in Bogota and New York

ArtiQ Courses in Bogota, Colombia

Course Type	Course Name	Target Age	Duration	Days per Week	Hours per Day	Price (USD)	Location
Long-term	ArtiQ Innovators: A Deep Dive into Art, Science, and Technology	13-18	6 months	3	4	$2,500	ArtiQ Campus Calle 100, Bogota
Long-term	ArtiQ Fusion: The Art and Science of Game Development	16-18	8 months	3	4	$3,200	ArtiQ Campus Calle 100, Bogota
Short-term	ArtiQ Junior: Introduction to Robotics	6-9	4 weeks	2	2	$200	ArtiQ Campus Calle 100, Bogota
Short-term	Digital Painting for Beginners	10-14	6 weeks	1	3	$180	ArtiQ Campus Calle 100, Bogota

Short-term	Coding for Artists	15-18	8 weeks	1	3	$240	ArtiQ Campus Calle 100, Bogota
Short-term	Eco-Art: Creating with Recycled Materials	8-12	3 weeks	1	2	$90	ArtiQ Campus Calle 100, Bogota
Short-term	3D Modeling with Blender	13-18	5 weeks	1	3	$150	ArtiQ Campus Calle 100, Bogota
Short-term	Introduction to Astronomy and Cosmic Art	10-16	4 weeks	1	2	$120	ArtiQ Campus Calle 100, Bogota
Short-term	Virtual Reality Storytelling	16-18	6 weeks	1	3	$180	ArtiQ Campus Calle 100, Bogota

ArtiQ Courses in New York, USA

Course Type	Course Name	Target Age	Duration	Days per Week	Hours per Day	Price (USD)	Location
Long-term	ArtiQ Pioneers: Exploring the Future of Interdisciplinary Creation	13-18	1 year	4	3	$4,800	ArtiQ Campus 5th Avenue, New York
Long-term	ArtiQ Synergy: The Future of Wearable Technology	16-18	9 months	4	3	$5,400	ArtiQ Campus 5th Avenue, New York
Short-term	ArtiQ Explorers: Introduction to Augmented Reality (AR)	10-14	4 weeks	2	2	$250	ArtiQ Campus 5th Avenue, New York
Short-term	Soundscapes: The Science of Sound and Music	8-12	5 weeks	1	2	$200	ArtiQ Campus 5th Avenue, New York
Short-term	Data Visualization for Artists	15-18	6 weeks	1	3	$300	ArtiQ Campus 5th Avenue, New York
Short-term	FashionTech: Wearables and E-Textiles	13-18	4 weeks	1	3	$250	ArtiQ Campus 5th Avenue, New York
Short-term	ArtiQ Makers: DIY Robotics	10-14	5 weeks	1	3	$275	ArtiQ Campus 5th Avenue, New York
Short-term	Art and Neuroscience	16-18	6 weeks	1	3	$300	ArtiQ Campus 5th Avenue, New York
Short-term	Game Design Bootcamp	13-18	3 weeks	2	3	$225	ArtiQ Campus 5th Avenue, New York
Short-term	Digital Sculpture and 3D Printing	14-18	4 weeks	1	3	$240	ArtiQ Campus 5th Avenue, New York

Short-term	ArtiQ Animators: Stop Motion Animation	9-13	4 weeks	1	2	$200	ArtiQ Campus 5th Avenue, New York
Short-term	Creative Coding with Python	12-16	6 weeks	1	3	$300	ArtiQ Campus 5th Avenue, New York

ArtiQ Long Courses New York

Course 1: “ArtiQ Pioneers: Exploring the Future of Interdisciplinary Creation”

Location: New York, USA

- ArtiQ Campus, 5th Avenue, New York, USA

Target Age: 13-18 years

Duration: 1 year (48 weeks), 4 days a week, 3 hours per day

Price: $4,800 USD

Description

This year-long course aims to prepare students for the future by providing them with the skills and knowledge they need to excel in the rapidly evolving fields of art, science, and technology. Students will engage in advanced modules that include machine learning, augmented reality, and quantum computing, among others. The course concludes with a capstone project that will be presented at an international ArtiQ conference.

Syllabus

1. **Module 1: Machine Learning and Generative Art**
    - Week 1-12
    - Introduction to machine learning, data visualization, generative art techniques
    - Project: Generative Art Piece
2. **Module 2: Augmented Reality and Social Impact**
    - Week 13-24
    - AR technologies, social issues, storytelling in AR
    - Project: AR for Social Good
3. **Module 3: Quantum Computing and Cryptography**
    - Week 25-36
    - Basics of quantum computing, cryptography, art in encryption
    - Project: Quantum Art Installation
4. **Module 4: Space Exploration and Cosmic Art**
    - Week 37-48
    - Basics of astronomy, space technologies, cosmic art techniques
    - Project: Cosmic Art Piece
5. **Capstone Project**
    - Week 48

- Final project that combines elements from all modules

Resources and Methods

- High-performance computing clusters
- AR glasses
- Quantum computer simulators
- Telescopes
- Field trips to observatories and tech companies
- Guest lectures from industry leaders
- International conference

Course 2: “ArtiQ Synergy: The Future of Wearable Technology”

Location: New York, USA

- ArtiQ Campus, 5th Avenue, New York, USA

Target Age: 16-18 years

Duration: 9 months (36 weeks), 4 days a week, 3 hours per day

Price: $5,400 USD

Description

This course is aimed at students who are fascinated by the potential of wearable technology to change the way we interact with the world. Students will learn about electronics, material science, and human-computer interaction. The course concludes with a capstone project where students will create their own piece of wearable technology.

Syllabus

1. **Module 1: Introduction to Wearable Technology**
    - Week 1-9
    - History, applications, ethical considerations
    - Project: Research and Present a Wearable Tech Case Study
2. **Module 2: Electronics and Sensors**
    - Week 10-18
    - Basic circuits, sensor types, data collection
    - Project: Build a Simple Wearable with Sensors
3. **Module 3: Material Science for Wearables**
    - Week 19-27
    - Smart fabrics, flexible electronics, biocompatible materials
    - Project: Experiment with Smart Materials
4. **Module 4: Human-Computer Interaction (HCI)**
    - Week 28-36
    - User experience, accessibility, interface design
    - Project: Design and Prototype a Wearable Interface

5. **Capstone Project**
    - Week 36
    - Create a Wearable Technology Prototype

Resources and Methods

- Electronics kits
- Various types of sensors
- Smart fabrics
- HCI software tools
- Guest lectures from industry experts
- Hackathons focused on wearable tech

Both courses will include a blend of theoretical lectures, hands-on workshops, and project-based learning. The price includes all materials, software licenses, and any additional resources needed for the course. Financial aid and scholarships are available.

ArtiQ Mid-Term Courses in New York, USA

1. “ArtiQ Explorers: Introduction to Augmented Reality (AR)”

Target Age: 10-14 years

Duration: 4 weeks, 2 days a week, 2 hours per day

Price: $250 USD

Description

This course introduces students to the world of Augmented Reality, teaching them how to create simple AR experiences.

Syllabus

- Week 1: What is AR?
- Week 2: AR Tools and Software
- Week 3: Creating AR Experiences
- Week 4: Final AR Project

Resources and Methods

- AR glasses
- AR development software
- Hands-on workshops

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2. “Soundscapes: The Science of Sound and Music”

Target Age: 8-12 years

Duration: 5 weeks, 1 day a week, 2 hours per day

Price: $200 USD

Description

Students will explore the science of sound and music, learning how to create their own soundscapes.

Syllabus

- Week 1: Introduction to Sound
- Week 2: Acoustics and Sound Waves
- Week 3: Musical Instruments and Sound
- Week 4: Digital Sound Editing
- Week 5: Final Soundscape Project

Resources and Methods

- Musical instruments
- Sound editing software
- Interactive experiments

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3. “Data Visualization for Artists”

Target Age: 15-18 years

Duration: 6 weeks, 1 day a week, 3 hours per day

Price: $300 USD

Description

This course teaches artists how to visualize data in creative ways, using both traditional and digital media.

Syllabus

- Week 1: Introduction to Data Visualization
- Week 2: Data Collection and Analysis
- Week 3: Traditional Media for Data Visualization
- Week 4: Digital Tools for Data Visualization
- Week 5-6: Final Data Visualization Project

Resources and Methods

- Data sets
- Art supplies
- Data visualization software

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4. “FashionTech: Wearables and E-Textiles”

Target Age: 13-18 years

Duration: 4 weeks, 1 day a week, 3 hours per day

Price: $250 USD

Description

Students will learn about the intersection of fashion and technology, creating their own wearable tech projects.

Syllabus

- Week 1: Introduction to FashionTech
- Week 2: Basics of Electronics
- Week 3: E-Textiles and Smart Fabrics
- Week 4: Final Wearable Tech Project

Resources and Methods

- Sewing kits
- Basic electronic components
- Smart fabrics

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5. “ArtiQ Makers: DIY Robotics”

Target Age: 10-14 years

Duration: 5 weeks, 1 day a week, 3 hours per day

Price: $275 USD

Description

This course focuses on DIY robotics, teaching students how to build robots from scratch using household materials.

Syllabus

- Week 1: Introduction to DIY Robotics
- Week 2: Motors and Movement
- Week 3: Sensors and Input
- Week 4: Basic Programming
- Week 5: Final DIY Robot Project

Resources and Methods

- Motors
- Sensors
- Arduino kits

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6. “Art and Neuroscience”

Target Age: 16-18 years

Duration: 6 weeks, 1 day a week, 3 hours per day

Price: $300 USD

Description

Students will explore the intersection of art and neuroscience, learning how the brain perceives art and how to create art that interacts with the viewer’s perception.

Syllabus

- Week 1: Introduction to Neuroscience
- Week 2: The Brain and Art
- Week 3: Perception and Illusions
- Week 4: Emotional Responses to Art
- Week 5-6: Final Art and Neuroscience Project

Resources and Methods

- Brain models
- Art supplies
- Scientific papers

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7. “Game Design Bootcamp”

Target Age: 13-18 years

Duration: 3 weeks, 2 days a week, 3 hours per day

Price: $225 USD

Description

This bootcamp-style course will immerse students in the basics of game design, from concept to prototype.

Syllabus

- Week 1: Game Concepts and Mechanics
- Week 2: Storytelling and Characters
- Week 3: Prototyping and Testing

Resources and Methods

- Game design software
- Storyboarding tools
- Peer reviews

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8. “Digital Sculpture and 3D Printing”

Target Age: 14-18 years

Duration: 4 weeks, 1 day a week, 3 hours per day

Price: $240 USD

Description

Students will learn how to create digital sculptures and bring them to life through 3D printing.

Syllabus

- Week 1: Introduction to 3D Modeling
- Week 2: Digital Sculpting Techniques

- Week 3: Preparing for 3D Printing
- Week 4: 3D Printing and Final Project

Resources and Methods

- 3D modeling software
- 3D printers
- Hands-on workshops

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9. “ArtiQ Animators: Stop Motion Animation”

Target Age: 9-13 years

Duration: 4 weeks, 1 day a week, 2 hours per day

Price: $200 USD

Description

Students will learn the basics of stop-motion animation, creating their own short films.

Syllabus

- Week 1: Introduction to Stop Motion
- Week 2: Storyboarding and Planning
- Week 3: Shooting and Editing
- Week 4: Final Stop Motion Project

Resources and Methods

- Cameras
- Animation software
- Art supplies for set and characters

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10. “Creative Coding with Python”

Target Age: 12-16 years

Duration: 6 weeks, 1 day a week, 3 hours per day

Price: $300 USD

Description

This course introduces students to Python programming through creative projects like generative art and simple games.

Syllabus

- Week 1: Introduction to Python
- Week 2: Variables and Data Types
- Week 3: Control Structures
- Week 4: Functions and Modules
- Week 5: Generative Art with Python

- Week 6: Simple Games with Python

Resources and Methods

- Computers with Python installed
- Interactive coding exercises
- Peer reviews

Each course includes both theoretical and practical components, with assessments designed to evaluate both. All materials and software licenses are included in the price. Financial aid and scholarships are available.

ArtiQ Long Courses Bogota

Course 1: “ArtiQ Innovators: A Deep Dive into Art, Science, and Technology”

Location: Bogota, Colombia

- ArtiQ Campus, Calle 100, Bogota, Colombia

Target Age: 13-18 years

Duration: 6 months (24 weeks), 3 days a week, 4 hours per day

Price: $2,500 USD

Description

This comprehensive course is designed to immerse students in the interdisciplinary world of art, science, and technology. Over the span of 6 months, students will engage in a series of modules that cover everything from digital art and computational thinking to bioart and environmental science. The course culminates in a capstone project that will be showcased in an ArtiQ exhibition.

Syllabus

1. **Module 1: Digital Art and Computational Thinking**
    - Week 1-6
    - Software tools, algorithms, digital techniques
    - Project: Digital Art Portfolio
2. **Module 2: BioArt and Environmental Science**
    - Week 7-12
    - Ecosystems, ethical considerations, bioart techniques
    - Project: Eco-Art Installation
3. **Module 3: Virtual Reality and Neuroscience**
    - Week 13-18
    - VR technologies, brain anatomy, coding in Unity
    - Project: VR Experience to Study Brain Behavior
4. **Module 4: Robotics and Interactive Art**
    - Week 19-24
    - Basics of robotics, sensors, interactive art techniques
    - Project: Interactive Art Installation
5. **Capstone Project**

- Week 24
- Final project that combines elements from all modules

Resources and Methods

- Graphic tablets
- Lab equipment
- VR headsets
- Unity software
- Field trips
- Guest lectures
- Hackathons

Certainly! Here are two more long courses, one for each city, that focus on the intersection of art, science, and technology.

Course 2: “ArtiQ Fusion: The Art and Science of Game Development”

Location: Bogota, Colombia

- ArtiQ Campus, Calle 100, Bogota, Colombia

Target Age: 16-18 years

Duration: 8 months (32 weeks), 3 days a week, 4 hours per day

Price: $3,200 USD

Description

This course is designed for students who are interested in the world of game development, where art, science, and technology come together. Students will learn about game design, computer graphics, physics simulations, and artificial intelligence. The course culminates in a capstone project where students will develop their own game.

Syllabus

1. **Module 1: Game Design and Storytelling**
   - Week 1-8
   - Game mechanics, narrative design, player psychology
   - Project: Design a Game Concept
2. **Module 2: Computer Graphics and Animation**
   - Week 9-16
   - 3D modeling, texturing, animation
   - Project: Create Game Assets
3. **Module 3: Physics Simulations in Games**
   - Week 17-24
   - Collision detection, fluid dynamics, particle systems
   - Project: Implement Physics in a Game
4. **Module 4: Artificial Intelligence in Games**
   - Week 25-32

- Pathfinding algorithms, decision trees, neural networks
- Project: Implement AI in a Game

5. **Capstone Project**
    - Week 32
    - Develop a Complete Game

Resources and Methods

- Game development software (Unity, Unreal Engine)
- Graphic tablets
- Physics simulation software
- AI libraries
- Peer reviews
- Guest lectures from game developers

Both courses will include a mix of theoretical lectures, practical workshops, and project-based learning. The price includes all materials, software licenses, and field trip costs. Financial aid and scholarships are available.

ArtiQ Mid-Term Courses in Bogota, Colombia

1. “ArtiQ Junior: Introduction to Robotics”

Target Age: 6-9 years

Duration: 4 weeks, 2 days a week, 2 hours per day

Price: $200 USD

Description

This course introduces young learners to the basics of robotics. Students will learn about simple machines, sensors, and basic programming through hands-on activities.

Syllabus

- Week 1: Simple Machines
- Week 2: Introduction to Sensors
- Week 3: Basic Programming
- Week 4: Build a Simple Robot

Resources and Methods

- LEGO robotics kits
- Scratch programming
- Interactive presentations

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2. “Digital Painting for Beginners”

Target Age: 10-14 years

Duration: 6 weeks, 1 day a week, 3 hours per day

Price: $180 USD

Description

Students will learn the fundamentals of digital painting, including color theory, brush techniques, and layering.

Syllabus

- Week 1: Introduction to Digital Painting Tools
- Week 2: Color Theory
- Week 3: Brush Techniques
- Week 4: Layering and Composition
- Week 5: Textures and Effects
- Week 6: Final Project

Resources and Methods

- Graphic tablets
- Adobe Photoshop
- Peer reviews

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3. “Coding for Artists”

Target Age: 15-18 years

Duration: 8 weeks, 1 day a week, 3 hours per day

Price: $240 USD

Description

This course aims to teach artists the basics of coding to create interactive art pieces.

Syllabus

- Week 1: Introduction to Coding
- Week 2: HTML and CSS for Artists
- Week 3: JavaScript Basics
- Week 4: Interactive Elements
- Week 5: Animation in Art
- Week 6-8: Final Interactive Art Project

Resources and Methods

- Computers
- HTML, CSS, JavaScript tutorials
- Interactive workshops

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4. “Eco-Art: Creating with Recycled Materials”

Target Age: 8-12 years

Duration: 3 weeks, 1 day a week, 2 hours per day

Price: $90 USD

Description

Students will learn how to create art pieces using recycled materials, promoting environmental awareness.

Syllabus

- Week 1: Introduction to Eco-Art
- Week 2: Working with Recycled Materials
- Week 3: Final Eco-Art Project

Resources and Methods

- Recycled materials
- Hands-on workshops
- Environmental documentaries

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5. “3D Modeling with Blender”

Target Age: 13-18 years

Duration: 5 weeks, 1 day a week, 3 hours per day

Price: $150 USD

Description

Students will learn the basics of 3D modeling using Blender, covering topics like sculpting, texturing, and rendering.

Syllabus

- Week 1: Introduction to Blender
- Week 2: Basic Sculpting
- Week 3: Texturing
- Week 4: Lighting and Rendering
- Week 5: Final 3D Model

Resources and Methods

- Computers with Blender installed
- Tutorials
- Peer reviews

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6. “Introduction to Astronomy and Cosmic Art”

Target Age: 10-16 years

Duration: 4 weeks, 1 day a week, 2 hours per day

Price: $120 USD

Description

This course combines basic astronomy concepts with art, allowing students to create cosmic art pieces.

Syllabus

- Week 1: Introduction to Astronomy
- Week 2: Planets and Stars
- Week 3: Galaxies and Nebulae
- Week 4: Cosmic Art Project

Resources and Methods

- Telescopes for observation
- Art supplies for cosmic art
- Multimedia presentations

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7. “Virtual Reality Storytelling”

Target Age: 16-18 years

Duration: 6 weeks, 1 day a week, 3 hours per day

Price: $180 USD

Description

Students will learn how to create immersive storytelling experiences using virtual reality technologies.

Syllabus

- Week 1: Introduction to Virtual Reality
- Week 2: VR Storyboarding
- Week 3: Basic VR Development
- Week 4: Immersive Audio
- Week 5: User Testing
- Week 6: Final VR Story

Resources and Methods

- VR headsets
- Unity software
- Audio editing tools

Each course includes both theoretical and practical components, with assessments designed to evaluate both. All materials and software licenses are included in the price. Financial aid and scholarships are available.

ArtiQ New York Course Calendar for 2023

August

- **August 1, 2023**
  - ArtiQ Pioneers: Exploring the Future of Interdisciplinary Creation (Long-term)
  - ArtiQ Explorers: Introduction to Augmented Reality (AR) (Short-term)

- **August 15, 2023**
  - Soundscapes: The Science of Sound and Music (Short-term)

September

- **September 1, 2023**
  - ArtiQ Synergy: The Future of Wearable Technology (Long-term)
  - Data Visualization for Artists (Short-term)
- **September 15, 2023**
  - FashionTech: Wearables and E-Textiles (Short-term)

October

- **October 1, 2023**
  - ArtiQ Makers: DIY Robotics (Short-term)
- **October 15, 2023**
  - Art and Neuroscience (Short-term)

November

- **November 1, 2023**
  - Game Design Bootcamp (Short-term)
- **November 15, 2023**
  - ArtiQ Pioneers: Exploring the Future of Interdisciplinary Creation (Long-term, new batch)

December

- **December 1, 2023**
  - ArtiQ Synergy: The Future of Wearable Technology (Long-term, new batch)
- **December 15, 2023**
  - Digital Sculpture and 3D Printing (Short-term)
  - ArtiQ Animators: Stop Motion Animation (Short-term)
  - Creative Coding with Python (Short-term)

ArtiQ Bogota Course Calendar for 2023

August

- **August 1, 2023**
  - ArtiQ Innovators: A Deep Dive into Art, Science, and Technology (Long-term)
  - ArtiQ Junior: Introduction to Robotics (Mid-term)
- **August 15, 2023**
  - Digital Painting for Beginners (Mid-term)

September

- **September 1, 2023**
  - ArtiQ Fusion: The Art and Science of Game Development (Long-term)
  - Coding for Artists (Mid-term)

- **September 15, 2023**
  - Eco-Art: Creating with Recycled Materials (Mid-term)

October

- **October 1, 2023**
  - 3D Modeling with Blender (Mid-term)
- **October 15, 2023**
  - Introduction to Astronomy and Cosmic Art (Mid-term)

November

- **November 1, 2023**
  - Virtual Reality Storytelling (Mid-term)
- **November 15, 2023**
  - ArtiQ Innovators: A Deep Dive into Art, Science, and Technology (Long-term, new batch)

December

- **December 1, 2023**
  - ArtiQ Fusion: The Art and Science of Game Development (Long-term, new batch)
- **December 15, 2023**
  - ArtiQ Junior: Introduction to Robotics (Mid-term, new batch)