Prospective Topics

The topics presented are contingent on enrollment, student interests, indivual learning styles of participants.

# Abstract Topics

* Secret communication (encryption)
* "High Art" and popular culture
* Art and cultural identity
* Innovation and intellectual property (copyright, copyleft, and the commons)
* Patronage and digital economies
* Material and digital (physical and virtual media; digital economies)
* Aesthetics and ethics (axiology, and how the two are interdependent)
* From art appreciation to productive interpretation and critique
* Trans- and post-humanity
* From free play to video games
* Culturejamming
* Arts v crafts

# Topics by Form

* Visual arts (including photography)
* Plastic arts
* Cinema and video
* Dramaturgy
* Writing and composition
* Body Art (traditional and contemporary body modification, digital enhancement)
* Creative writing and composition
* Plastic Arts
* Music performance and recording
* Databending and glitch art
* From manuscript illumination to Graphic Novel (such as excerpts from March, although I'm not sure it's a novel of any form)
* Responses to artistic production: modes of interpretation, the purpose of critique
* The print revolution
* hyperfiction - is it still a thing?