

Art 25

Elijah Hantman

Navigating The American Spectacle

Pre Class

Goal is to build a bridge from traditional art mediums to games and ludic play.

Note: If something is needed before class try and email him. Better to ask after class if possible.

Fire in Los Angeles, loss of art, homes, memories.

Action 1

Aesthetics vs Art

- Aesthetics is the study of perception, how things look, taste, smell, sound, etc. How things are brought together, to form concepts like disaster, love, etc. A study of How we experience the world.

I don't like this lecture style.
Jargon and terminology is used without care or craft. Everything is unstructured and its a morass of ideas. I fail to see the artistry of this lecture.

- He is quoting Duchamp in his worries about artists which change things disappearing. I don't really like this, there is artistry in mastery. And I think it is elitist to designate some painters as not artists.
- Oh god he's talking about the Matrix now.
- His software analogies make me depressed. I wish he would please stop.
- I dislike how he will make analogies between software and our selves without care or clarity. He seems to be reaching for a picture of self in which we construct our selves piece by piece like an engineer carefully constructing a bridge, sourcing materials from our surroundings and societal context.
- The talk about imaginative or social play is kinda cool, but its kinda mainstreamy.
- Ludus is how play is structured
- Paidia is how play happens in a structure