

MASTER IN CRITICAL CREATIVE PRACTICES

Content of the lectures

First Year
Studio 1 Module 1: Natures-Cultures: Researched based Art and Design • Ecocritical Perspectives in Art and Design • Research-Based Creative Practices • Contemporary Environmental Challenges • Sustainability in Visual Arts and Design • Experimentation and Material Practices Module 2: Ecocriticism • Introduction to Ecocritical Disciplines • Postcolonial and Indigenous Ecocriticism • Ecofeminism and Urban Ecocriticism • Artistic Practices in Natural and Cultural Contexts • Critical Reflection on Ecocritical Practices
Studio 2 Module 1: Critical Environments • Critical Approaches to Spatial Design • Designing for Contemporary Challenges • Transdisciplinary Spatial Practices • Digital Spaces and Hybrid Environments • Innovative Mapping and Communication Tools Module 2: Histories and Theories of Spatial Practices • Historical Evolution of Spatial Practices • Theoretical Frameworks for Spatial Analysis • Space, Culture and Identity • Power Dynamics and Political Implications of Space • Contemporary Transformations of Space
Design and Materials • Do-it-yourself materials • Recycling materials • Growing materials

- Circular design
- Material classification, selection and libraries
- Industrial and biological production

Information Design and Visual Storytelling

- Innovative art and design practices
- Principles related to the discipline of information design
- Storytelling
- Data visualization
- Narrative techniques

Design and Production

- Mass and personalized production
- Peer production
- Distributed manufacturing
- Product service systems
- Bio fabrication
- Digital fabrication
- Do-it-yourself processes

Spatial Design

- Critical theories of space
- Political and relational dimensions of space
- Spatial practices and site-specificity
- Transdisciplinary approaches to spatial design
- Contemporary spatial challenges

Histories of Science and Technologies

- Developments of Science and Technology in World Civilizations
- The Interplay Between Science, Values, and Ethics
- Science and Technology in the 20th Century
- Gender and Science
- Ethics and Controversies in Science and Technology

Histories, Theories and Critical Interpretations of Art

- History of Contemporary Art
- Visual Cultures and Digital Platforms
- Globalization and Contemporary Art
- Identity and Representation in Contemporary Art
- Ecocritical and Decolonial Perspectives in Art

Policy Design, Democracy and Citizen Engagement

- Development of initiatives that engage local and global communities
- Awareness and actions toward environmental sustainability
- Inclusivity and social participation

Project Development and Sustainability • Development of initiatives that engage local and global communities • Awareness and actions toward environmental sustainability • Inclusivity and social participation
Second Year
Studio 3 Module 1: Techno-Human-Expressions • Hybrid Practices in Art, Design, and Technology • Analog and Digital Synergies in Creative Processes • Immersive and Interactive Media • Generative Design and Artificial Intelligence • Prototyping and Fabrication Techniques Module 2: Art Theories • Cultural and Ethical Dimensions of Technology in Art • Philosophical Perspectives on Technology and Creativity • Technological Transformations in Artistic Methodologies • Intersections of Digital Humanities and Artistic Production • Cognition, Perception, and Technology in Art
Human Computer Interaction • Use of advanced softwares and digital technologies for the production of innovative art and design works • Experiments with AR, VR, 3D print, AI and their influence on the borders of the artistic practices
Interaction & Communication design • User-Centered Design Principles • Interactive Media and Digital Interface Design • Advanced Digital Tools and Software for Creative Production • Data Visualization and Storytelling • Immersive Technologies in Art and Design
Environmental Anthropology • Cultural relativism • Ethnography and ethnographic method • Environmental Ethics and Sustainability • Human-Environment Interactions and Adaptations • Climate Change and Cultural Resilience
Social Studies of Design and Culture • Action • Social change • Artifacts • Social Networks • Micro/Macro • Practice

- Social Capital
- Structure
- Future studies

Media Studies

- Evolution and Impact of Media
- Communication Models and Mass Media Development
- ICTs, CMC, and Modernization:
- Cyber-Identities and Socio-Cultural Media Practices
- Gender and Postcolonial Studies

Gender Studies

- Foundations of Gender Studies
- Gender and Power Dynamics in Society
- Historical and Contemporary Perspectives on Gender
- Gender, Identity, and Everyday Life
- Gender Representation in Art and Media

Postcolonial Studies

- Foundations of Postcolonial Theory
- Colonial and Postcolonial Histories
- Representation and Power in Postcolonial Contexts
- Cultural Hybridity and Resistance
- Globalization and Postcolonial Critiques

Seminar in Software Engineering Advances

- Sustainability in Software Engineering
- Diversity and Inclusion in Software Engineering
- AI and Software Engineering
- Remote/Hybrid Software Engineering
- Computing Education and Training
- Creating video seminars: guidelines

Seminar 1

- Useful knowledge to start a career

Seminar 2

- Useful knowledge to start a career