

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