Course Syllabus

Code - Course Title	**SAN610 - Art and Innovation**
Course Type	II. SEMESTER
Laboratory + Practice	2+0
ECTS	**7.5**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	PROFESÖR RIDVAN COŞKUN

Mode of Delivery	Face-to-face; theoretical lectures and research seminars, artwork/project analyses, discussion, student presentations and project/prototype reviews.
Place of Delivery	On Campus
Used Educational Platforms	Face-to-face
Prerequisites	None.
Courses Recomended	New Media Art, Conceptual Art, Media and Communication Design
Recommended Resources	Paul, C. Digital Art (Thames & Hudson); Tribe, M. and Jana, R. New Media Art (Taschen); Shanken, E. A. Art and Electronic Media (Phaidon); Steyerl, H. The Wretched of the Screen; Benjamin, W. “The Work of Art in the Age of Mechanical Reproduction”; Bishop, C. Installation Art: A Critical History. Artist/project documentation, museum/archive records and current peer-reviewed research are selected according to the research question; tool, data and image sources are documented.
Work Placement	There is no internship or external placement. Course activities include a research question, a sourced artwork atlas, comparative analyses and a creative project proposal. A prototype, storyboard, data/interaction diagram or spatial model is selected according to the project. Midterm and final portfolios document research, presentation, prototype development and critical evaluation together.
Aims of the Course	The course aims to enable students to critically analyse innovative approaches and the avant-garde legacy in contemporary art through art–technology relationships, and develop research projects on digital art, AI, VR/AR, interactive art, social/new media, data art, NFTs/blockchain, games, performance, spatial installation and the digitisation of cultural heritage. Students relate technological innovation to an artistic research question, compare artworks and creative design processes, and present a project proposal through a prototype, theoretical rationale and source documentation.

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1	**LO-1** **LO-2** **LO-6**	Introduction to innovation in contemporary art and art–technology relationships. The research–presentation–project structure and the distinction between artistic questions and tool selection. Assignment: a research-question draft and a sourced atlas of historical/contemporary works.	Lecture, Brain Storming, Research and Inquiry

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Week - 2	**LO-1** **LO-2** **LO-6**	The avant-garde legacy: from Dada, Fluxus and conceptual art to contemporary innovation; objects, actions, processes and participation. Assignment: a comparative analysis of two artworks/projects and the theoretical framework of the research proposal.	Lecture, Discussion, Research and Inquiry, Document/Text/Data Analysis
Week - 3	**LO-1** **LO-2** **LO-3** **LO-4** **LO-6**	Digital art pioneers, computational images, algorithmic structures and creative design. Presentation and refinement of research proposals. Assignment: a presentation examining a digital artwork's production/display conditions and a project-flow diagram.	Lecture, Discussion, Case Study, Proje Design/Management
Week - 4	**LO-3** **LO-5** **LO-6**	AI and art: algorithms, data, models and creative processes; authorship, clichés and critical tool use. Assignment: comparison of two production approaches, tool/data records and a research note explaining which project decisions are made by the student.	Lecture, Discussion, Case Study, Critique/Critical Reading
Week - 5	**LO-3** **LO-4**	VR/AR and spatial art experiences; body, gaze, interface, space and installation. Assignment: a physical/digital space comparison, storyboard or spatial model and an audience-experience diagram.	Lecture, Case Study, Proje Design/Management, Research and Inquiry
Week - 6	**LO-3** **LO-4** **LO-6**	Interactive art and audience participation; input–response–feedback relationships, interfaces and accessible experience design. Assignment: an interaction flow, project prototype/diagram and a presentation explaining experience decisions.	Lecture, Discussion, Case Study, Proje Design/Management
Week - 7	**LO-2** **LO-3** **LO-4** **LO-6**	Critical presentation of research proposals and initial prototypes; relationships between concepts, theory, tools and audiences. Midterm portfolio preparation: artwork atlas, analyses, presentations and prototype documentation; a feedback-based revision plan.	Discussion, Proje Design/Management, Interview, Critique/Critical Reading
Week - 8	**LO-1** **LO-2** **LO-3** **LO-4**	New media, internet art, social media and platforms in creative processes; circulation, participation and screen aesthetics. Assignment: analysis of changes in meaning/audience across platforms and a display proposal for the student's project.	Lecture, Discussion, Case Study, Research and Inquiry
Week - 9	**LO-2** **LO-3** **LO-4** **LO-5** **LO-6**	Data art and visualisation aesthetics; data sources, selection, classification and visual decisions as narrative construction. Assignment: a documented small dataset/diagram, visual representation proposals and a presentation on data–concept relationships.	Lecture, Case Study, Research and Inquiry, Document/Text/Data Analysis
Week - 10	**LO-1** **LO-5** **LO-6**	Digital art circulation in the context of NFTs and blockchain; critical comparison of artworks, records, originality and market discourses. Assignment: a research presentation analysing artwork/record/circulation relationships in two examples, with source notes.	Lecture, Discussion, Case Study, Critique/Critical Reading
Week - 11	**LO-1** **LO-2** **LO-4**	Digital games, interactive narratives and performative art; rules, choices, duration, body and audience. Assignment: a game/performance score or storyboard, final-project proposal and conceptual rationale.	Lecture, Case Study, Proje Design/Management, Research and Inquiry

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Week - 12	**LO-2** **LO-4** **LO-5** **LO-6**	Digitisation of cultural heritage: virtual museums, archives and digital representation; source, context, access and conservation issues. Presentation and approval of final proposals. Assignment: analysis of a selected heritage/archive example, development of the project prototype and a source inventory.	Lecture, Proje Design/Management, Critique/Critical Reading, Document/Text/Data Analysis
Week - 13	**LO-3** **LO-4** **LO-5** **LO-6**	Presentation of research projects and digital art practices; critique of prototypes, spatial/interaction design and audience experience. Assignment: a revised project, tool/data/source documentation, research report and artist/project statement.	Discussion, Interview, Critique/Critical Reading, Research and Inquiry
Week - 14	**LO-2** **LO-3** **LO-4** **LO-5** **LO-6**	End-of-semester research/project seminar and final preparation. Students defend coherence between the claim of innovation, artistic research question, theoretical rationale and prototype results. Final portfolio: project/prototype, atlas and analyses, presentations, report, process documentation and critical reflection.	Discussion, Proje Design/Management, Critique/Critical Reading, Research and Inquiry

Learning Outcomes

#	Learning Outcome
1	Compares innovative approaches in contemporary art in relation to the avant-garde legacy and art-technology relationships.
2	Transforms a problem in digital art and new media into a research question grounded in sources.
3	Evaluates AI, VR/AR, interaction, data or other digital tool options in relation to artistic aims.
4	Develops a creative project proposal appropriate to the research question through a prototype, storyboard, data/interaction diagram or spatial model.
5	Critically evaluates ethical issues, source attribution and conditions of use concerning the data, images and tools used in the project.
6	Presents project findings through a theoretical rationale, comparative artwork analyses and a sourced research dossier.

Sustainable Development Goals

✓ Quality Education

Course Theme

✓ Media, Design and Creative Arts ✓ Artificial Intelligence ✓ Innovation Skills

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	2.00	14	28
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	2.00	14	28
Ödevler	3.00	14	42
Proje - Rapor - Sunum Hazırlama	24.50	3	72

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Ara Sınav Hazırlığı (sınav süresi dahil)	8.00	1	8
Final Sınavı Hazırlığı (sınav süresi dahil)	8.00	1	8
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0.00	0	0
Staj Uygulaması	0.00	0	0
		Calculated ECTS	**7.5**

Assessment Method and Passing Requirements

✓ Portfolio (Student Work Portfolio)/e-portfolyo ✓ Project ✓ Homework ✓ Presentation