



Education and Culture

# Socrates Minerva

INTERFACE: VIRTUAL ENVIRONMENTS IN ART, DESIGN AND EDUCATION  
CONFERENCE, DUBLIN INSTITUTE OF TECHNOLOGY, 6<sup>TH</sup> – 7<sup>TH</sup> SEPTEMBER,  
2007.

Virtual technologies and environments offer exciting opportunities at the cutting edge of contemporary practices – in Fine Art, in Design and, importantly, in Education. Virtual Learning Environments (VLEs) are a growing facet of third level education but while such VLEs have clear benefits to offer science subjects and may be very useful in relation to many traditional academic subjects, their relevance to ‘hands-on’ or practice-based disciplines such as Art and Design is less clear. Much of Art and Design education is delivered through intensive one-to-one contact between lecturer and student, and in technical workshop situations, ‘learning environments’ that require real rather than virtual contact.

Nonetheless, the advent of virtual learning environments and, indeed, the growing importance of virtual environments within contemporary Design and Fine Art practices poses a challenge to lecturers in Design and Fine Art to develop their teaching practices to harness such technologies. The potential such technologies and environments offer is that of harnessing the full range of technologies that people are using to communicate and exchange ideas – bringing what students ‘do’ informally into their formal learning experience. The challenge and opportunity for educators is to explore, apply and develop VLEs and ICT tools for art and design education, and to re-evaluate one’s teaching and tutoring of the art and design learning process.

Emerging from an EU funded collaboration between the Dublin Institute of Technology (DIT), the University of Art and Design Helsinki (UIAH), the Art Academy of Latvia and Middlesex University, INTERFACE: VIRTUAL ENVIRONMENTS IN ART, DESIGN AND EDUCATION seeks to bring together a range of outstanding practitioners whose use of virtual technologies and virtual environments will excite conversation amongst artists, designers, and art and design educators.

In addition to keynote speakers and selected papers, the Conference will include an Interactive Forum and a dynamic virtual proceedings environment that will invite and

support multi-media input from delegates as well as providing a visual and textual record of keynotes and conference papers. A part of the challenge posed by virtual environments and ICT tools is to explore and develop their visual dimension. The use of VLE/ICT is allowing the expansion of materials, methods and didactics to reshape educational settings, the challenge is to retain the praxis and audiovisual oriented knowledge of art and design education and research.

## **2<sup>ND</sup> CALL FOR PAPERS**

INTERFACE: VIRTUAL ENVIRONMENTS IN ART, DESIGN AND EDUCATION seeks to bring together a range of outstanding practitioners who use virtual technologies and virtual environments in innovative ways within their art practice, design practice and/or their art and design education practice. Papers are invited in response to the following thematic strands from artists, designers, and art and design educators:

- The intersection of real and virtual in art and design education
- Changes in design culture through virtual environments
- Changes in Fine Art cultures through virtual environments
- Collaboration across Europe's art and design education cultures through virtual environments
- Assessment cultures in e-pedagogy

*Submission of Abstracts: Deadline is June 30th 2007*

Abstracts of no more than 500 words should be submitted to **Siún Hanrahan** by June 30<sup>th</sup> 2007.

Email: [siun.hanrahan@dit.ie](mailto:siun.hanrahan@dit.ie)

Post: Siún Hanrahan, Research Coordinator, School of Art Design & Printing, 41 Mountjoy Square, Dublin 1

Fax: -353-1-402 4297

## **2<sup>ND</sup> CALL FOR PROJECT PRESENTATIONS IN THE INTERACTIVE FORUM:**

The thematic focus of the Interactive Forum is 'Innovations in teaching in art and design'. The Forum will provide a platform for the demonstration of exciting technological developments in VLEs and ICT tools in the context of the praxis and audiovisual oriented knowledge of art and design education and research.

*Submission of Abstracts: Deadline is June 30<sup>th</sup> 2007*

Abstracts of no more than 500 words should be submitted to **Siún Hanrahan** by June 30<sup>th</sup> 2007.

Email: [siun.hanrahan@dit.ie](mailto:siun.hanrahan@dit.ie)

Post: Siún Hanrahan, Research Coordinator, School of Art Design & Printing, 41 Mountjoy Square, Dublin 1

Fax: -353-1-402 4297