Art + Technology

Graduate Seminar:2022

Learning about each other, what we value, and how that might be embodied in art practice.

sample from Grandmother by Holly Herndon

Years taught: 2021

UF Catalog	**Course Description**	Course Details

ART 6933 Art + Technology Graduate Seminar is a revolving topics graduate-level course. Topics in the past have focused on Interface (2006), Relational Aesthetics (2007), Embodiment (2008), Subjectivity (2009), Politics (2010), Critical Utopia (2011), Nothing (2012), Technogenesis (2013), Sociation (2014), Disaster (2015), Whatever (2016), Privilege (2017), Power Failure (2018), Art and Class (2020), and Full Luxury AI (2021).

For Fall 2022 we will simply make stuff and talk about it. No topic, no assignments, just show work and critique it.

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sample from Grandmother by Holly Herndon

Years taught: 2021

UF Catalog	Course Description	Course Details

Credits: 3; Prerequisite: Consent of instructor and graduate program adviser.

```
Jack Stenner, Ph.D
Associate Professor
Office: FAC 304
Office Hours: Th 11:30am-12:30pm
352.213.0997
stenner@ufl.edu

Graduate: ART 6933 Area Methods: Rotating Topics
Class: PHYSICAL - Fine Arts Bldg C Room 302
Time: T 11:45 AM - 2:45 PM
Website: http://jackstenner.com/teaching/grad-seminar-22
Listserv: Class contact will be made UF email and via Discord (evite to be provided).
```

Objectives

Over the course of the semester, the goal
is to help you develop your art practice in
the following ways:

1.

Analysis

Analyze and
evaluate works
from an
informed point-
of-view.

2.

Materiality

Recognize the
role of tools
and their
impact on
meaning.

3.

Criticality

Engage in
meaningful
discussion,
develop a sense
of criticality.

4.

Research

Investigate new
techniques and
methodologies.

5.

Praxis

Successfully link
concepts,
expression, and
medium.

6.

Growth

Learn to
integrate useful
suggestions by
others.

Attendance	Grades	Evaluation

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.

Despite what some lunatics might say, Covid-19 is STILL a problem. We are required to meet in person this semester, but thankfully there is a vaccine. Please get one! You MUST, at a minimum, follow UF Covid-19 Guidance as a member of this community.

Materials/Fees	Readings	Policies	H.B. 233

Required materials will depend on the proposed projects submitted by students. Students will design projects and set budgets based on the goals of the work. See the Schedule of Courses for any attendant fees related to this course.

Attendance	**Grades**	Evaluation	COVID-19

A graduate seminar is a group activity that depends on member participation. You are expected to constructively criticize your peers. Constructive criticism is considered a part of your class participation. You are also expected to show and discuss your work, whether it is complete or not. This too, is part of participation. Over the course of the semester, depending on how it develops, there will likely be assigned readings to which you will be expected to post a written reflection. These will be evaluated for the care with which they approach the subject, but will not be treated as "English" papers.

Detailed, specific info on grades and grading can be found at:
https://catalog.ufl.edu/UGRD/academic-regulations/grades-grading-policies/

Instructor's evaluation of student's interest, motivation, attendance, proficiency and overall development or improvement during the semester will be taken into consideration in determining the final course grade. This syllabus is subject to refinement and development throughout the semester based on feedback and class interaction. Policies and grading criteria are absolute and will not change. Any substantial changes will be discussed with the class prior to implementation.

Grading breakdown:

```
Presentation of your work =  40%
Contribution to critique =  40%
Attendance =  20%
```

Attendance	Grades	Evaluation	Readings	Materials/Fees
		Policies		

Students are encouraged to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

Attendance	Grades	Evaluation	Readings	Materials/Fees
		Policies		

Readings will consist of .pdfs and URLs available on the class website.

Attendance	Grades	Evaluation	Readings	Materials/Fees
		Policies		

Students will be expected to submit work for critique as a part of their own development. Any costs will be borne by the student. See the UF Schedule of Courses for any attendant fees related to this course.

Attendance	Grades	Evaluation	Readings	Materials/Fees
		Policies		

Be sure to read the University of Florida Policies regarding academic honesty, the honor code, accomodations for students with disabilities, wellness, computer use and acceptable use policy, disruptive behavior, health and safety, email and communications, and late work policy.

Weekly Schedule

Resources

AI Grad Seminar 2022 Schedule

AI Grad Seminar Schedule

Tuesday 08.30

Week 1: Introduction, Context, Plan

Content:

Introductions

Syllabus Review

Semester plan discussion

Assignment:

Prepare to present your work.

Sign up for critique on the schedule as discussed in class.

Readings:

None

Tuesday 09.06

Week 2

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 09.13

Week 3

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 09.20

Week 4

Content:

CRIT:

CRIT:

Make work.

Readings:

None

Tuesday 09.27

Week 5

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 10.04

Week 6

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 10.11

Week 7

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 10.18

Week 8

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Week 9

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 11.01

Week 10

Content:

CRIT:

CRIT:

Assignment

Make work.

Readings:

None

Tuesday 11.08

Week 11

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 11.15

Week 12

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 11.22

Week 13

Content:

CRIT:

CRIT:

Assignment:

Readings:

None

Tuesday 11.29

Week 14

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 12.06

Week 15

Content:

CRIT:

CRIT:

Assignment:

Make work.

Readings:

None

Tuesday 12.13

Week 16: N/A

Content:

CRIT:

CRIT:

Assignment:

None

Readings:

None

Tuesday 12.14

Exam Week: Final NONE

End of semester wrap up.

ARTificial Intelligence Resources

Artists

Technology

Theory

My Support Forum

TECHNOLOGY

Stuff that makes it happen.

from Cultural Analytics by Lev Manovich

Use the filters to narrow your focus on specific topics.

Return to **ARTificial Intelligence Resources**

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Tags

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Title	Capture Date	Taxonomy
10.1: Introduction to Neural Networks - The Nature of Code - YouTube	Sat, 07/31/2021 - 09:22	javascript, js, ai, artificial_intelligence, syllabus, technology, experimentsinai
ADE20K dataset	Mon, 07/26/2021 - 01:38	computervision, datasets, dataset, technology, syllabus, experimentsinai, aiseminar
AI Explorables	PAIR	Fri, 07/30/2021 - 03:53	ai, artificial_intelligence, machine_learning, syllabus, experimentsinai, aiseminar, technology, theory
AI for Social Good Guide – Google AI	Fri, 07/30/2021 - 03:55	machine_learning, ai, artificial_intelligence, syllabus, experimentsinai, aiseminar, technology, theory
An Intuitive Explanation of Convolutional Neural Networks – the data science blog	Tue, 08/03/2021	cnn, neural_network, ai, artificial_intelligence, technology, syllabus, experimentsinai

THEORY

Some of the ways we think about it.

from Silver Peak Lithium Mine by Kate Crawford.

Use the filters to narrow your focus on specific topics.
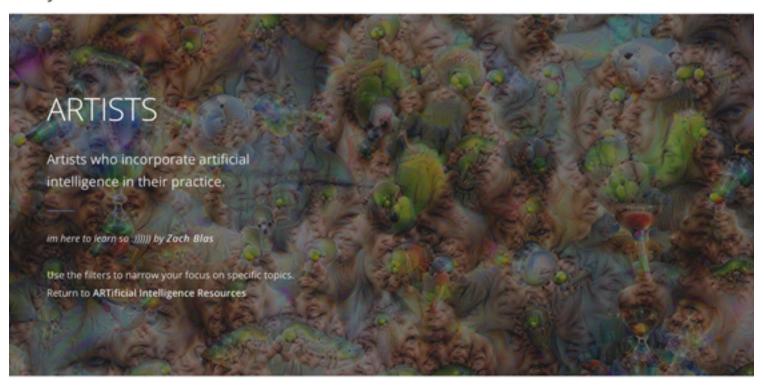Return to ARTificial Intelligence Resources

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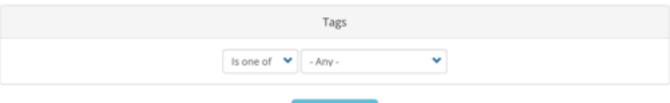
Tags

Is one of ▾	- Any - ▾

Apply

🗑 **Reset**

Title	Capture Date	Taxonomy
"I don't trust AI": the role of Explainability in Responsible AI	Wed, 07/28/2021 - 06:49	ai, artificial_intelligence, theory, syllabus, experimentsinai, aiseminar
AI Explorables | PAIR	Fri, 07/30/2021 - 03:53	ai, artificial_intelligence, machine_learning, syllabus, experimentsinai, aiseminar, technology, theory
AI for Social Good Guide – Google AI	Fri, 07/30/2021 - 03:55	machine_learning, ai, artificial_intelligence, syllabus, experimentsinai, aiseminar, technology, theory
Algorithmic Justice League - Unmasking AI harms and biases	Wed, 04/28/2021 - 05:24	ai, artificial_intelligence, experimentsinai, aiseminar, syllabus, theory
Cybertopia - Dreams of Silicon Valley - Docu - 2015 - YouTube	Wed, 04/22/2020	california_ideology, silicon_valley, cybernetics, libertarianism, technologicaldeterminism, ai, artificial_intelligence, syllabus, theory,

ARTISTS

Artists who incorporate artificial
intelligence in their practice.

im here to learn so :))))) by Zach Blas

Use the filters to narrow your focus on specific topics.
Return to ARTificial Intelligence Resources

The artists below are dynamically retrieved from my bookmarking application. Please feel free to send links to artists you think should be
included.

Tags

Is one of ⌄   - Any -   ⌄

Apply

🗑 **Reset**

Artist	Capture Date	Taxonomy
A Data Artist's Guide to Putting People (and Privacy) First	Fri, 05/07/2021 - 02:59	data, data_visualization, ai, artificial_intelligence, artist, experimentsinai, syllabus
Anatomy of an AI System	Mon, 09/10/2018 - 05:16	amazon, infrastructure, ai, artificial_intelligence, art, artist, syllabus, experimentsinai, aiseminar
Artificial Intelligence & Life Art – Prix Ars Electronica	Mon, 06/14/2021 - 04:26	experimentsinai, syllabus, artist, art, artificial_intelligence, ai, aiseminar
Beck - Hyperlife (Hyperspace: A.I. Exploration) - YouTube	Wed, 07/28/2021 - 03:04	ai, artificial_intelligence, artist, stylegan, syllabus, experimentsinai

Stenner Teaching Support
tips and tutorials for students

Unanswered topics   Active topics

Tutorials

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Topics	Replies	Views	Last post
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SOUND ROOM: Using Pro Tools HD Native ✎ by **jstenner** » Tue Apr 02, 2013 7:36 am	3	1094	by **jstenner** 🔽 Tue Oct 09, 2018 7:20 am
BrightSign Getting Started by **jstenner** » Thu Mar 03, 2011 7:17 am	1	2423	by **jstenner** 🔽 Mon Feb 05, 2018 7:22 am
BrightSign video preparation ✎ by **jstenner** » Thu Mar 03, 2011 7:11 am	3	3730	by **jstenner** 🔽 Wed Nov 22, 2017 7:15 am
BLACK BOX - FAC 302 by **jstenner** » Tue Oct 10, 2017 6:19 am	0	788	by **jstenner** 🔽 Tue Oct 10, 2017 6:19 am
RED Epic Dragon AND RED Raven ✎ by **jstenner** » Mon Feb 25, 2013 2:24 pm	6	3569	by **mchristo** 🔽 Mon Oct 10, 2016 2:38 pm
302 Plasma Instructions by **mchristo** » Fri Sep 27, 2013 11:17 am	0	867	by **mchristo** 🔽 Fri Sep 27, 2013 11:17 am
Quick Maya - VRay - EXR to After Effects Workflow 04.26.2021 by **jstenner** » Tue Apr 27, 2021 4:06 am	0	123	by **jstenner** 🔽 Tue Apr 27, 2021 4:06 am
Smooth Preview Render in VRay ✎ by **jstenner** » Wed Apr 14, 2021 4:12 am	0	125	by **jstenner** 🔽 Wed Apr 14, 2021 4:12 am
Turntable beauty and wire-frame render via Maya and V-Ray: 01.30.2021 by **jstenner** » Sat Jan 30, 2021 1:50 pm	0	192	by **jstenner** 🔽 Sat Jan 30, 2021 1:50 pm
Basic Unity3D Glow demo: 12.02.2020 by **jstenner** » Wed Dec 02, 2020 12:55 pm	0	499	by **jstenner** 🔽 Wed Dec 02, 2020 12:55 pm
Basic Unity3D pathfinding using NavMesh demo: 10.29.2020 by **jstenner** » Mon Nov 02, 2020 5:26 pm	0	280	by **jstenner** 🔽 Mon Nov 02, 2020 5:26 pm
Basic Maya to Unity3D BlendShape Demo: 10:29.2020 by **jstenner** » Mon Nov 02, 2020 4:51 pm	0	278	by **jstenner** 🔽 Mon Nov 02, 2020 4:51 pm
Unity, Maya, Cinemachine, Particle Sprite Demo: 10.08.2020 by **jstenner** » Tue Oct 13, 2020 3:44 am	0	924	by **jstenner** 🔽 Tue Oct 13, 2020 3:44 am
A&A Class Workflow 2019 by **jstenner** » Tue Mar 19, 2019 7:27 am	0	647	by **jstenner** 🔽 Tue Mar 19, 2019 7:27 am
Recording Audio with Zoom F8 Field Recorder by **jstenner** » Wed Sep 26, 2018 1:10 pm	0	686	by **jstenner** 🔽 Wed Sep 26, 2018 1:10 pm
OVERVIEW: A+T Motion Composite Workflow ✎ by **jstenner** » Fri Apr 03, 2015 3:40 am	1	10241	by **jstenner** 🔽 Wed Apr 12, 2017 8:41 am
Capturing HDRI Spherical images with Canon 5D and Nodal Ninja ✎ by **jstenner** » Wed Apr 05, 2017 8:35 am	0	822	by **jstenner** 🔽 Wed Apr 05, 2017 8:35 am
Ashley's ANDROID + Unity3D Notes by **arlong95** » Tue Apr 04, 2017 9:27 am	0	716	by **arlong95** 🔽 Tue Apr 04, 2017 9:27 am
SHOOTING: Filtration by **jstenner** » Tue Apr 04, 2017 7:09 am	0	708	by **jstenner** 🔽 Tue Apr 04, 2017 7:09 am
Red Mag Reader Connections ✎ by **mchristo** » Mon Oct 10, 2016 2:38 pm	0	585	by **mchristo** 🔽 Mon Oct 10, 2016 2:38 pm
Panasonic GH4 Info by **jstenner** » Mon May 18, 2015 3:35 pm	1	515	by **jstenner** 🔽 Tue Oct 04, 2016 8:48 am
A+T Microphone Info ✎ by **jstenner** » Wed Feb 04, 2015 6:37 am 📋 ① ②	12	1942	by **jstenner** 🔽 Wed Feb 04, 2015 8:04 am
Canon 5D MkIII and Magic Lantern by **jstenner** » Mon Sep 29, 2014 10:47 am	0	970	by **jstenner** 🔽 Mon Sep 29, 2014 10:47 am
HTML5 Video Preparation [OBSOLETE] ✎ by **jstenner** » Wed Nov 27, 2013 9:34 am	0	2608	by **jstenner** 🔽 Wed Nov 27, 2013 9:34 am

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