



Certificate of Achievement

Michael Frank

has completed the following course:

ARTS AND TECHNOLOGY TEACH-OUT UNIVERSITY OF MICHIGAN

This Teach-Out explored how art and technology connect. Learners gained knowledge and insight from artists, educators, technologists, and scientists who embrace technology as an explicit form of experimentation and expression within the arts.

2 weeks, 2 hours per week

John Pasquale

Donald R. Shepherd Professorship in Conducting at the University of Michigan University of Michigan Maltada Mara

Director of Assessment at the Center for Research on Learning and Teaching at the University of Michigan University of Michigan









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STUDY REQUIREMENT

2 weeks, 2 hours per week

LEARNING OUTCOMES

- Identify examples of how art and technology intersect
- identify some of the challenges facing traditional or professional arts spaces because of new digital technologies
- Describe ways in which new technologies are changing how artists create, share, and experience art.
- Contribute their opinions about how they like to experience art in a digital age
- Describe how technology is impacting arts education, particularly in the United States.

SYLLABUS

- How does art impact technology, and inversely, how does technology impact art?
- What are the most pressing issues facing the arts today as they relate to technology?
- How have the ways in which we create, share, and experience art changed with the introduction of new technologies?
- How is art meant to be experienced?
- How is technology impacting arts education?

