Summer School: Data-Driven Analysis and Digital Narratives (Malaga, 3-8 Sep 18)

Málaga, Sep 3–08, 2018
Deadline: Jun 21, 2018

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We are pleased to announce that the International Summer School on Digital Art History (DAHSS), a joint initiative of the University of Málaga and the University of Berkeley, will celebrate the third edition from September 3 to 8 (2018) in Málaga (Spain).

The application period is now open (until June 21). Please, visit: http://historiadelartemalaga.uma.es/dahss18/en/applications/

Under the title of Data-Driven Analysis and Digital Narratives, DAHSS pursues two objectives: a) to configure an interdisciplinary framework to expand the IT skills of students, scholars and professionals dealing with the production, representation and communication of knowledge in the fields of Art History, Visual Culture and Cultural Heritage; b) to build a environment where creative, innovative and collaborative research practices are encouraged and promoted.

The course has a theoretical-practical orientation: theoretical exchange and critical discussions will be combined with practical sessions (lab-based sessions) through which participants will work collaboratively in common projects. The results of these projects will be publicly presented the last day of the course.

The course is organized around three tracks.

Track A: Data and the Arts: In Track A, lead by Greg Niemeyer (UC Berkeley), you will explore what role data can play in the arts from the ancient Nilometer to current circulation data and machine vision but also addressing artwork that deals explicitly with the cultural deficit around data and machine learning. You will learn how to collect data with sensors, how to manipulate that data, and how to present it in interactive ways online. No coding experience required, we will teach and use javascript and p5.js for our weeklong projects, and you will go home with a completed project online.

Track B: Data Analysis: What is the story of art that data tells us? How can data analysis create new views on the history of art? What is the meaning of a pixel? In this track B, lead by Harald Klinke (LMU Munich), you will learn the basics of data acquisition, scripting and visualization in order to gain knowledge and experience necessary for pursuing a data-driven Art History (data literacy). No prior knowledge necessary, bring your own laptop.

Track C: 3D Modeling. This track, lead by Justin Underhill (UCB), will explore interactive media

using the Unity game engine. We will experiment with different ways of exploring virtual space, and will see how we might use augmented and virtual reality to practice Digital Art History. We will also ask ourselves how to best design visualizations and historical reconstructions for these environments.

The program will include a specific session to discuss the challenges of publishing in Digital Art History, especially publishing data along with research papers.

Intended audience: postgraduate students, academic researchers, independent scholars and professionals related to the following disciplines: Art History and Visual Studies, Fine Arts, Graphic Design, Computer Sciences, Media and New Media Studies and Museum Studies.

Fee: 160€

For more information, please visit: http://historiadelartemalaga.uma.es/dahss18/en/
The iArtHis_Lab research team (www.iarthislab.es)

Reference:

ANN: Summer School: Data-Driven Analysis and Digital Narratives (Malaga, 3-8 Sep 18). In: ArtHist.net, May 28, 2018 (accessed Nov 20, 2026), <https://arthist.net/archive/18253>.