

3 Scholarships in Media Art.Histories (Deadline: 23 Oct 06)

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THREE SCHOLARSHIPS IN THE FIELD OF MEDIA.ART.HISTORIES

The Center for Image Science at the Danube University Krems is pleased to announce three scholarships covering half-tuition for the new Master of Arts course MediaArtHistories. Applications for the following scholarships are being accepted until October 23rd, 2006.

:: UNESCO World Heritage Preservation Scholarship

:: Rudolf-Arnheim-Media-Art-History Scholarship

:: Interface Design and Future Applications Scholarship

Potential applicants should have, in addition to commitment in enrolment for the 2 year Master of Arts course, enthusiasm for the scholarship's theme and an interest in the further development of research in the theme for which they apply. Selected applicants will be required to complete research on their scholarship theme, possibly, but not limited to: focus of master's thesis on theme, realization of internship or project related to theme, or a similar research method agreed upon between the student and course leader.

:: UNESCO World Heritage Preservation Scholarship

The UNESCO World Heritage Preservation Scholarship supports further research in preservation of media art and its histories through the example set by UNESCO's World Heritage initiative. Successful applicants should be committed to issues in documenting and preserving all forms of international media art, from a theoretical or practical approach.

:: Rudolf-Arnheim-Media-Art-History Scholarship

Rudolf Arnheim himself expressed the motto of this scholarship in 2000 better than anyone else: "The technology of the modern media has produced new possibilities of interaction... What is needed is a wider view encompassing the coming rewards in the context of the treasures left us by the past experiences, possessions, and insights." The successful applicant proposes a Master Theses or a Project related to Arnheim's plea.

:: Interface Design and Future Applications Scholarship

This scholarship supports applicants interested in research within the field

of Interface Design. Approaches are considered focusing on conceptual and aesthetic aspects possibly connected with the phenomena of interaction as it relates to media art and its histories.

www.donau-uni.ac.at/mediaarthistories

Awarding of a scholarship is dependent on acceptance and enrolment in the MA course.

:: PROGRAM DESCRIPTION

Danube University's Department for Applied Cultural Studies, Center for Image Science is now accepting applications for the 2006/07 class of their MA Program in MediaArHistories starting mid-November. This two year low-residency degree provides students with deeper understanding of the most important developments of contemporary art through a network of renowned international theorists, artists and curators like Steve DIETZ, Erkki HUHTAMO, Lev MANOVICH, Christiane PAUL, Paul SERMON, Oliver GRAU, Edward Shanken, Gregor LECHNER, Jens HAUSER and many others.

Artists and programmers give new insights into the latest and most controversial software, interface developments and their interdisciplinary and intercultural praxis. Keywords are: Strategies of Interaction & Interface Design, Social Software, Immersion & Emotion, and Artistic Invention. Using online databases and other modern aids, knowledge of computer animation, net art, interactive, telematic and genetic art as well as the most recent reflections on bio & nano art, CAVE installations, augmented reality and locative media are introduced.

Historical derivations that go far back into art and media history are tied in intriguing ways to digital art. Key approaches and methods from Image Science, Media Archaeology and the History of Science & Technology will be discussed. Media Art History offers a basis for understanding evolutionary history of audiovisual media, from the Laterna Magica to the Panorama, Phantasmagoria, Film, and the Virtual Art of recent decades.

The MA MediaArHistories is located in the Center for Image Science, housed in a 14th century Monastery, which holds also the historic Göttweig collection, with more than 30.000 original graphics, etchings, prints etc., dating from the Renaissance and Baroque era until today. It contains works of various German, Italian, Dutch, French and British artists (from Dürer to Klimt*). This allows contextualization of the latest media art in its art and image history as the courses work directly with originals - from book illustration to photography to the most contemporary media art.

MediaArHistories MA is also based on the international praxis and expertise in Curation, Collecting, Preserving and Archiving and Researching in the Media Arts. What are, for example, the conditions necessary for a wider

consideration of media art works and of new media in these collections of the international contemporary art scene? And in which way can new databases and other scientific tools of structuring and visualizing data provide new contexts and enhance our understanding of semantics?

Reference:

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