ArTe

- master i Medier, kommunikasjon og informasjonsteknologi høsten 2010
- Letizia Jaccheri, IDI/IME Gløshaugen
- Research: software, digital art
- http://www.letiziajaccheri.com
- www.artentnu.com

project

- Thesis The general research context of this work is the ArTe – Research and Dissemination project (www.artentnu.com).

- By OSS (Open Source Software) we mean those computer programs which can be used freely and whose source code is available for modification. We have chosen a set of contemporary tools which are open source and which allow the user to produce pictures, animations, sound files, digital stories, and interactive installations. Arduino, Audacity, GIMP, Inkspace, Processing, Scratch, and TuxPaint are all instances of OSS technology for creativity.

- The goal of this project is to specify precise research questions and to follow a systematic research process to enhance the state of the knowledge about OSS technology for creativity.

- The candidate will start by studying the proposed tools and their use. Who does one use which tool? How do the users choose their tools? Why do users choose OSS tools? Which influence has software technology on the creative process?

- This is the ideal project for students who are interested in creativity issues around Information Technology. It can be chosen by one or two students working as a team. Different students/ groups of students will work on different tools yet cooperating on the general framework and literature.
- The bulk of literature at (http://www.idi.ntnu.no/~letizia/tdt69/) can be regarded as a starting point.

Software

Artist

Visitor
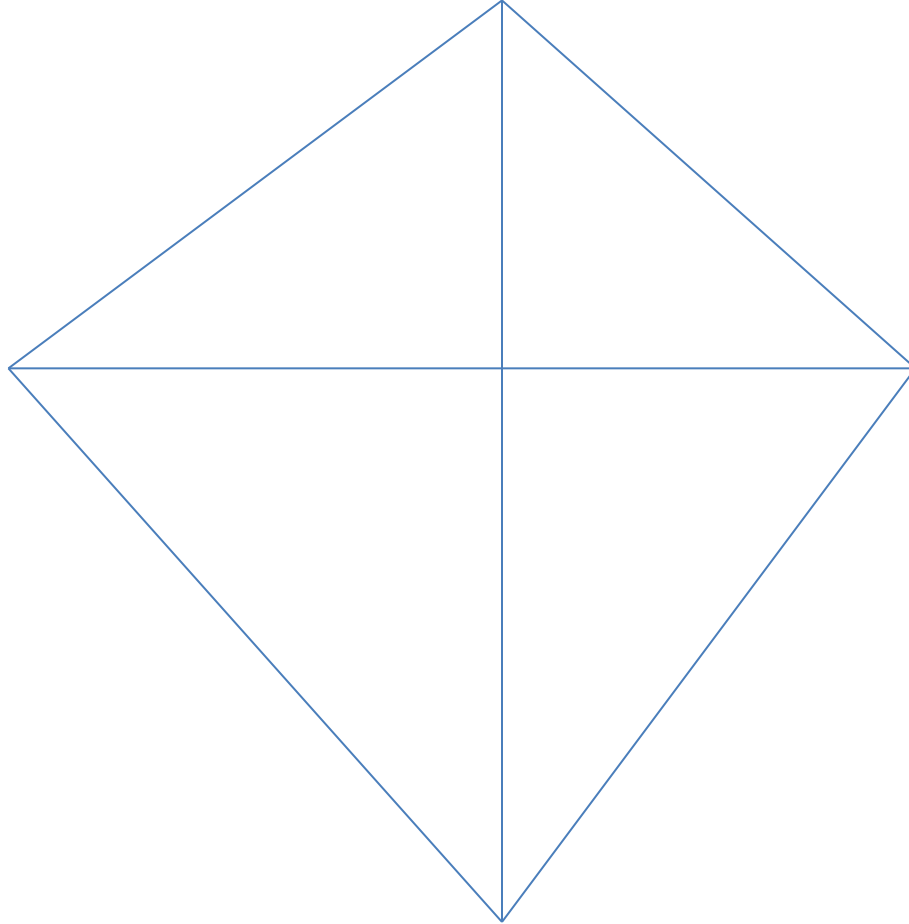
Work

visitor – work
visitor - visitor

artist- software
artist – (art)work
artist - artist

visitor – work
artist – work
visitor - software

software- work

visitor- work

About thr process

observe

- The research questions explore the interplay between artwork, technology, artist, and audience.

do

- Participate to event organization
- Develop software and/or content

Which data to collect/study?

- Mailing lists
- available programs
- interviews with artists, audience, etc.
- pictures, videos

- How to analyze data?

- Previous experience with research methods?