

Course Unit	Option - Image, Communication and Learning		Field of study	Educational Sciences	
Master in	Information and Communication Technologies- Education and Training		School	School of Education	
Academic Year	2022/2023	Year of study	1	Level	2-1
Type	Semestral	Semester	1	ECTS credits	5.0
Code	1083-622-1202-02-22				
Workload (hours)	135	Contact hours	T 15	TP 5	PL -
			TC -	S 7	E -
			OT 18	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) António José Santos Meireles

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. a) - Know fundamental concepts of creativity and art 1b) - Know creative processes and digital technologies c) - Knowing concepts and mobilizing contents for a social construction
2. a) Identify and characterize artistic processes and products b) Apply analysis structures and models in context c) Apply knowledge and processes in designing creative solutions
3. a) Interpret art as an integrated process of understanding, construction and communication b) Know how to develop a creative process c) Develop creativity and critical thinking

Prerequisites

Not applicable

Course contents

- 1 - The creative subject and art in the construction of meanings 2 - The relational subject in a creative context 3 - Contributions to the social development of culture and art

Course contents (extended version)

1. The creative subject and art in the construction of meanings
 - Creative potential of a subject - norm and stereotype, freedom and creation
 - Art and arts - concepts of art and their materializations
 - Functions of culture and art - contexts and functional concepts
2. The relational subject in a creative context
 - Points of view and perspectives - frames of reference and interrelation
 - Children and adults - differences and indifferences of creative thinking
 - Digital technologies as mediators of artistic creation and enjoyment
3. Contributions to the social development of culture and art
 - Creative thinking - expression, criticism and awareness
 - Ethics and value - the market and society
 - Culture and art development projects

Recommended reading

1. Baker, C. e Sicchio, K. (Editors) (2017). *Intersecting Art and Technology in Practice: Techne/Technique/Technology*. London. Routledge
2. Candy, L. et. al. (2018). *Explorations in Art and Technology*. London. Springer
3. Crowther, P. e Wünsche, I. (ed.) (2012). *Meanings of abstract art*. New York, Routledge
4. Parry, J. (ed.) (2011). *Art and phenomenology*. New York, Routledge
5. Wilson, S. (2002). *Information Arts: Intersections of Art, Science, and Technology*. Cambridge, Massachusetts, The MIT Press

Teaching and learning methods

- 1 - Presentation, analysis and discussion of content in a B-Learning regime and with thematic seminars 2 - Development of individual and group work on specific topics, with distance tutoring 3 - Public presentation of the work carried out, its analysis and discussion and registration through the portfolio

Assessment methods

1. Continuous evaluation - (Regular, Student Worker) (Final)
 - Reports and Guides - 20% (Presentation, analysis and discussion of content in a B-Learning regime and with thematic seminars)
 - Development Topics - 60% (Development of individual and group work on specific topics)
 - Portfolio - 20% (Public presentation of the work developed, its analysis and discussion and registration)
2. Exam Evaluation - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 100% (Theoretical-practical recourse/special period exam likely to be carried out at a distance)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

António José Santos Meireles	Jacinta Helena Alves Lourenço Casimiro da Costa	Manuel Florindo Alves Meirinhos	Carlos Manuel Costa Teixeira
11-12-2022	02-01-2023	02-01-2023	05-01-2023