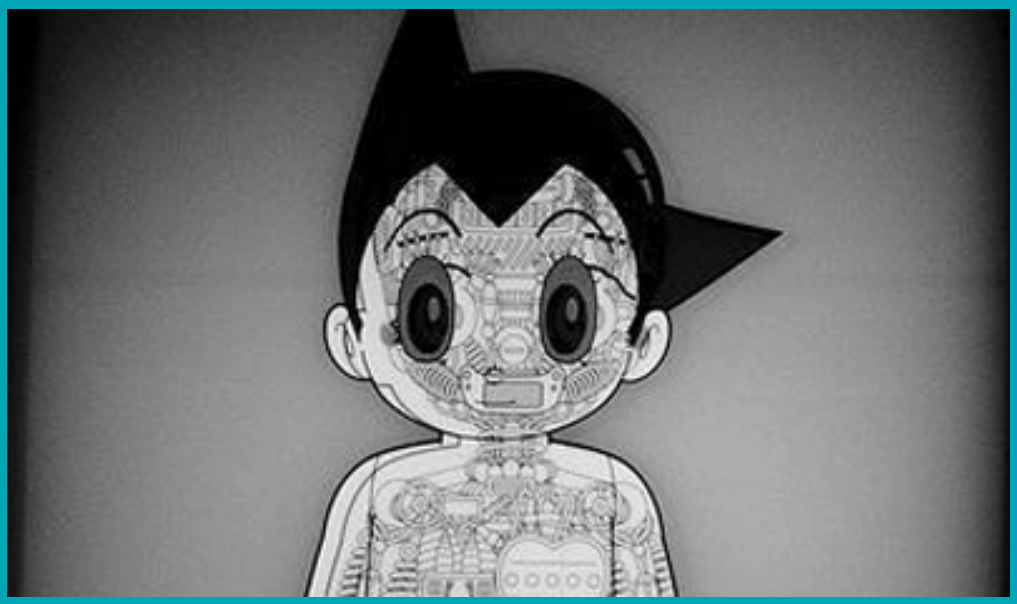
AD 41700 Robots, Art and Culture



Osamu Tezuka, *Tetsuwan Atomu (Astro Boy)*, fictional robot, 1963-66

AD41700 Robots, Art and Culture
Fall 2021, MW 2:30 · 5:20p, online residential (synchronous)
instructor: Prof. Fabian Winkler (fwinkler@purdue.edu)

The history of robots has always been closely connected not only to technological but also to cultural and social issues. From early Renaissance automatons to contemporary entertainment, industry and military robots, the field of robotics is developing rapidly, and robots gain an important role in everyday life.

Robots, Art and Culture is an interdisciplinary undergraduate studio class that critically investigates robots in our contemporary cultural imagery – resulting in the production of a variety of original artifacts that illustrate the intersections of culture and technology. These tangible outcomes could include – but are not limited to: drawings, prints, videos, photos, sculptures, sound and multimedia works, interactive systems, computer graphics and responsive devices.

Students have the opportunity to respond to the topics introduced in this class using strategies, skills and artistic media from their own academic backgrounds as well as learning about the artistic potential of basic robot technologies (sensors, actuators, Arduino microcontroller, mechanical locomotion, computer code) in hands-on workshops. The creation of individual artworks will be complemented by student research presentations using key texts relevant to robotic art and robot culture as well as the discussion of examples of relevant artistic practices.

This course welcomes art and design students as well as students from other academic units and areas on campus. Interdisciplinary perspectives and approaches are specifically promoted in this course.

ETB
Electronic and Time-Based Art
Division of Art & Design

For more information contact the instructor at: fwinkler@purdue.edu