

Between Worlds

בין עולמות

How do we learn Art & Design in the digital age?

איך לומדים אמנות ועיצוב בעידן הדיגיטלי?

הרשמה לסדנאות

Program & Registration

20.3

התפתחויות טכנולוגיות, תמורות תרבותיות וצרכים חברתיים משתנים מעצבים מחדש את סביבות הלמידה ואת האופנים בהם אנו לומדים ומלמדים אמנות ועיצוב. סביבות הלמידה הופכות לאקולוגיות מורכבות של אינטראקציות חברתיות, חומריות ודיגיטליות, אשר מתרחשות גם מעבר לגבולות הקמפוס הפיזי. אנחנו פועלים באמצעות ישויות פיזיות, דיגיטליות והיברידיים של שניהן - נעים ללא הרף בין הפיזי לדיגיטלי. בין העולמות הוא יום סדנאות ייחודי שנועד משיתוף פעולה בן שנתיים בין יוצרים. ות חוקרים. ות ממוסדות אקדמיים לאמנות ועיצוב ברחבי העולם. ביום זה אנו מבקשים. ות לבחון את טבען ההברידי של סביבות ואופני הלמידה של אמנות ועיצוב.

יום א', 20.3

17:00-10:00

בניין בצלאל היסטורי

רחוב בצלאל 1

(המחלקה לארכיטקטורה)

←
[להרשמה](#)

לפרטים ושאלות: teaching@bezalel.ac.il

17:00-16:00 סיכום משותף-מחשבות ותובנות	13:30-14:30 ארוחת צהרים משותפת	10:00 התנסות
*היום כולו יתנהל באנגלית	14:30-16:00 המשך הסדנאות	10:00-13:30 ארבע סדנאות מקבילות

Sunday March 20

10:00- 17:00

Bezael's Historical building,
1 Bezael st.

(Architecture Dep.).

→
[Registration](#)

Advanced technologies, cultural shifts, and social restrictions have dramatically reshaped art and design learning environments. Nowadays, we teach and learn in complex ecologies of social, material, and digital interactions that extend beyond academic campuses' physical borders. We interact simultaneously with physical entities, digital entities and hybrids of both. We communicate continuously with people, spaces and objects that are real, virtual and hybrid.

For further questions: teaching@bezalel.ac.il

10:00 Gathering	13:30-14:30 Shared lunch	16:00-17:00 Closing Summary: Thoughts and Conclusions
10:30-13:30 Four parallel workshops	14:30-16:00 Workshops continues	* The day will be conducted in English

1. Code without code:

MIT Media Lab Team

Using drawing as a means of understanding computation. we will learn what code and computation feel like through hands-on group drawing activities. This workshop explores computational concepts such as encoding and decoding information, generative design, and algorithmic expression through the familiar lens of drawing.

Participants will be led through a series of group based drawing exercises to illustrate important aspects of how code works and what computation feels like. This workshop will raise the question: can we teach coding without code?

Chelsi Cocking is a Jamaican-American media artist, designer, and computer programmer. The foundation of her practice falls within using computing and media technologies for craft in art and

design. The goal of her research and art is to use computing to aid and enhance human creativity and expression. Chelsi is currently a researcher at the MIT Media Lab in the Future Sketches group under Zach Lieberman.

2. Decode, translate construct:

The Free University of Bozen-Bolzano

When learning, creating and personally evolving in a hybrid reality what is lost and what is gained through the continuous process of decoding, translating and (re) constructing? This practice-based exercise explores the idea of learning in a hybrid environment, viewing hybrid learning not as an obstacle but rather as a filter that can be harness to generate creative opportunities and to increased innovation.

Nitzan Cohen is currently a professor for product design and the Dean of the Faculty of Design and Art at the Free University of Bozen-Bolzano, where he founded the 'Design Friction Lab' an interdisciplinary Design Research Lab currently active in the fields of growing materials, the future of open-source production and sustainable Nanoelectronics.

Gerda Videsott is a fixed term researcher at the Faculty of Design and Arts of the Free University of Bozen-Bolzano. She has a PhD in Pedagogy from the University of Augsburg. Her expertise is related to the field of the neurocognitive sciences

and learning processes in multilingual contexts and their didactic implementation. At the moment her main research topic is on design for children.

Roberto Gigliotti is an Associate Professor in Interior and Exhibit Design at the Faculty of Design and Art of the Free University of Bozen Bolzano. His work focuses on museography with a peculiar attention to the practices of exhibiting architecture. He is the vice-president of the kunstverein ar/ge kunst and has co-curated several projects for the Lungomare cultural association.

3. Dark Matter: The physics of independent study

UAL Team

Learning, storytelling, reflection, personal narratives, and playful interpretations of experience through making with a wide range of materials, will be the center of this (fun!) experience that will ultimately address the relationship between hybrid learning, the digital space and creative identity. The workshop, will begin by introducing the preliminary results from

primary research project relating to independent study that draws on theories of autonomous behavior (Fazey & Fazey, 2001). Participants will then explore the dark matter of personal creative practice and build a physical galaxy of experiences using fundamental forms as the starting point for playful interpretation, connection building and revealing the hidden matter of independent study.

Darryl Clifton is an educator, researcher and illustrator and currently the Illustration Programme Director at CCW, UAL. Clifton's research is defined as transdisciplinary, using methods that draw on the intersectional spaces of illustration, design, anthropology, sociology of education and immersive/virtual technologies with a particular focus on the potential for disciplinary. 'disobedience'.

4. O.O.P.S: Object Oriented Pedagogies

Bezael Team

Can objects hold information? If so, what kind of information? What effect do objects have on learning and how can we use them in our pedagogy? The workshop will explore theoretical and experiential approaches to educational research that call attention to the agency of materials, objects, and technologies

within the learning processes. We will start with a short theoretical review and then participate in continue with practical explorations of learning journeys sparkes by objects. We will conclude by mapping our learning process, exposing our network of learning agents, and discussing the potential these have on the practices of design education.

Barak Pelman is a lecturer at the architecture department in Bezael, where he teaches theoretical seminars and design studios. He is also a founding member of the Bezael Arts and Design Teaching Center and a PhD candidate at the Hebrew University. His PhD research focuses on the role of craft in architectural education.