# New Media Art and Entertainment
on-line lecture / virtual ERASMUS

5 ECTS
spring semester

## Lecturers
Jana Horáková, Tomáš Staudek, Martin Flašar, Zdeněk Záhora, Ladislav Švelch, Vojtěch Vaněk, Věra Lukášová, Adam Franc, Monika Szűcsová, Veronika Sellnerová, Zuzana Panák Husárová, and guests.

## Abstract
The course introduces students to new media art and entertainment. Specifically, with computer generated art and software art (in case of new media art) and with digital games as a cultural phenomenon (in case of new media entertainment). There will be a combination of frontal lectures (general history and theory of new media art and digital games) with case studies focused on local (e.g. Central European) phenomena from these areas used during the course.
At the end of the course, students will be able to describe trajectories of the historical development of new media art and digital games. Their knowledge of new media art and digital games will be deepened by their acquaintance with some unique or outstanding, locally specific phenomenon and events from within these fields.

## Topics
New Media & Art – New Media & Entertainment
Computers & Games: History
      Case study: Local digital games subculture
      Case study: Games in Technical museum in Brno
      Case study: Serious games

Computers & Art: History
      Case study: *Computer Graphic Revisited*
      Case study: Digital sculpture
      Case study: Digital poetry
      Case study: Digital sound poetry
      Case study: Computer music

Computers & Interactive fiction
      Case study: *Digitálium* (VIDA Center)
      Case study: Local indie games: *Someday You'll Return*
      Case study: Virtual art: *Dust*

Digital games design & entertainment
      Case study: games without coding tools
      Case study: game design in on-line environment

New media art & Speculative programming
      Case study: 90s new media art – media archeology
      Case study: software art programming
      Case study: Virus in new media art

Game Industry (CZ)
      Case studies:
      Bohemia Interactive, Illusion Softworks, Madfinger Games, Amanita Games

New Media Art & Art Institutions
        Case study: Ars Electronica
        Case study: Prototyp festival
        Case study: Vasulka Kitchen Brno

Digital Games & Entertainment
        Case study: experience of gaming/gamer
        Case study: fandom (speedrunning, streaming, fanart, cosplay, playbour)
        Case study: digital games and its Japanese origin