



A Graduate Level Seminar offered by the University of Oklahoma's Art and Science Interdisciplinary Initiative [ASCI] Engineering Laboratory SP 06

Wednesday: 1-4pm

Course: ART 6010 sec 010 or CS 5973 sec 002 (3 credit hours)

Co-Taught by instructors Adam Brown and Andrew Fagg

What do art, sensor networks and human/machine interfaces have in common?

Sm[Art] spaces is a graduate level seminar course designed to bridge the perceived traditional boundaries between the applied sciences and the arts. We will examine the role that problem solving plays in art and the innovation inherent in scientific exploration. In particular, we will explore the expression of art through the embedding of digital technologies into our environments. Through this collaborative effort, we will investigate new paradigms of creative practice that will manifest in a collective group project that will be presented to the public.

The seminar will examine a range of topics including artificial intelligence, robotics, art, installation, interface, emergence, and sensor networks. Students will be required to read and present a paper(s) and to contribute to the implementation of the group's semester-long project.

Prerequisites: There are no technical prerequisites for this course. Permission of the instructor is required along with a willingness to be part of a mind bending experience.

Andrew H. Fagg is an Associate Professor of Computer Science at the University of Oklahoma. He holds a BS in Applied Math and Computer Science from Carnegie-Mellon University, and a MS and a PhD in Computer Science from the University of Southern California. His research centers around the areas of machine learning, computational neuroscience & motor control, human-machine interaction, and robotics. Specific areas of work include: computational models of learning and control in robots and primates in the context of perceiving, grasping and manipulation; hybrid supervised and reinforcement learning algorithms for skill acquisition; wearable computers; and intelligent, interactive environments.

Adam Brown is a digital artist and inventor. His creative activity is informed by an Intermedia tradition that supports collaboration among various disciplines resulting in a practice that blends digital media with physical materials. Brown has exhibited nationally and internationally and is the recipient of numerous grants and awards including the Oklahoma Research Council's Junior Faculty grant as well as several other state and private grants. Mr. Brown directs the international component of "Oklahoma!" which is a monthly gathering of artists, engineers, programmers and curators in Oklahoma City hosted by the Untitled ArtSpace and The University of Oklahoma's School of Art. He is also a member of the New York Sculptors Guild.

Since 2000, Adam Brown has been an Assistant Professor at the University of Oklahoma where he teaches courses in electronic media, interactivity, video and theory. Brown has a diverse undergraduate educational background in Biomedical Engineering and Intermedia. He completed all of his graduate work at the University of Iowa, and obtained his M.F.A. in May 2000. While at Iowa, Brown was instrumental in creating a new digital media art program called Digital Worlds.

Questions?

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