University-Wide Art Studies, syksy 2020 | University-Wide Art Studies, höst 2020 | University-Wide Art Studies, Autumn 2020

University-Wide Art Studies (UWAS) offers all Aalto students an opportunity to explore art and design based practices and processes beyond disciplinary boundaries. Its course portfolio consists of thematically focused and carefully curated courses where art and design facilitate transdisciplinary encounters between students from various backgrounds. All courses are specifically planned for UWAS.

Registration for these courses is done via WebOodi. You don't need to separately apply for a study right for these courses.

https://into.aalto.fi/display/enopinnot/University+Wide+Art+Studies
https://uwas.aalto.fi
https://www.facebook.com/UWASAalto

Syksy / Höst / Autumn 2020

UWAS-C0051 Designing Services with Emerging Technologies
3 ECTS
Period I, online
Jane Vita

In this course students will work in multidisciplinary teams, and are given a challenge to solve by using a service design approach and methods. The challenge will focus on finding a new application for technology in a specific moment in people’s lives.

UWAS-C0058 Film as an Emotional Artifact
5 ECTS
Period I, online
Jose Cañas-Bajo
During the course students will learn about the human dimensions of audience research in the film industry. They will be able to identify the cognitive and emotional aspects that conform the experiences of film viewers and how they can vary across cultures. The course further explores how narratives and images impact the emotional and cognitive experience of the audience.

UWAS-C0048 How Did We Get into This Mess? Exploring the Past in History, Science and Art

3 ECTS
Period I, online
Alejandro Pedregal

This lecture course focuses on how the study of the past has evolved through the links between historiography and natural sciences, and how this has been explored and represented in the arts. After the course, students will be able to understand how this trans-disciplinary encounter between arts, humanities and sciences can provide a key realm for reflection to rethink both their individual and collective role.

UWAS-C0070 Night Shift

3 ECTS
Period I, on campus
Pia Euro

This night-time course consists of explorations of the nocturnal Otaniemi Campus, and will take place on three nights between the hours of 23-05. Students will work through artistic methods such as photography, video, performance and writing in order to explore themes such as day and night-time, shift work, and the different realities contained within our 24-hour days.

UWAS-C0014 Spatial Structures

5 ECTS
Period II, on campus
Taneli Luotoniemi

During this intuitive introduction to various geometric and topological phenomena, we set up a systematic approach to relevant spatial practices in visual arts and take on even some provocative and surprising concepts. The lectures, workshops and exercises involve fundamental structures in spaces of varying dimensionality, and how they appear through visual work.

UWAS-C0025 Art and Artificial Intelligence

5 ECTS
Period II, online
Jaana Okulov

The course discusses the ethical, aesthetic and societal dimensions of artificial intelligence and machine learning. Through shared discussion, reading, technological practices and artistic work we propose possible futures for AI. During the course students will create artistic proposals of possible futures of AI.

UWAS-C0053 From Idea to Shelf: Design for the Aalto University Shop

3 ECTS
Period II, blended
Luisa Januzzi

This course, organized in collaboration with the Aalto University shop, will give multidisciplinary teams of students a chance to design and develop a product for the shop. The brief for the product will be inspired by the university’s research outcomes.

UWAS-C0056 Designing and Creating Virtual Worlds

3 ECTS
Period II, blended
Students will learn the basics of designing and implementing a virtual world, using the virtual reality application Unity 3D. Students will learn about coding a VR application, information architecture, storyboarding, making a production schedule, interaction design, and sound design. The course will also touch on the cultural history of virtual reality, as well as critical issues regarding the use of immersive technologies.

**UWAS-C0049 Creating Futures in Art, Science, Technology and Business**

3 ECTS  
Period II, online  
Juuso Tervo

This lecture course focuses on various ways how the future is produced in the present, either through predictions, speculations, or narratives. The aim is to offer a wide array of approaches to future-orientated thought, particularly focusing on how different disciplines use (and possibly abuse) the future in their attempts to understand the world.

**UWAS-C0067 Simulated Spaces: Online Curating Across Disciplines**

3 ECTS  
Period II, blended  
Edel O’Reilly, Bilge Hasdemir

Students will learn about different ways of thinking through online curating as a tool. What does it mean to migrate from the real to the digital? What is gained and lost in such migrations? The course focuses on the practice of co-creating online spaces and is for students interested in visual and sonic research, web design, exhibition development, digitalized archives, and open-source software.

**UWAS-C0068 Machines Like Us**

3 ECTS  
Period II, online  
Gregoire Rousseau

Students will learn how machines think, and how we think with them. They will also be acquainted with the cross-disciplinary production of knowledge, in which knowing does not originate from only one field of research. The course includes hands-on workshops as well as visits to art and technology experts, investigating different approaches and practical uses of the machine in art and science.

**UWAS-C0008 Design Learning**

3 ECTS  
Period II, blended  
Saga Santala, Mari Savio

This course introduces students to Design Learning by familiarizing them with design processes, concepts and learning objectives as well as understanding design as a learning and teaching tool. Students learn how to analyze their skills and learning in a constructive way and develop methods of sharing the learned skills.