



Open Source Studio: Collaborative Learning in the 3rd Space

Friday, 11 April 2014, 12.30pm - 2.00pm
ADM Library Cinema Room, Mezzanine

While online learning has captured the attention of educational institutions worldwide, pedagogical techniques for encouraging innovative forms of collaborative learning remain an emerging area of academic investigation.

This joint presentation focuses on the Open Source Studio (OSS) project, which over the past two years has been in development at the California Institute of the Arts and ADM. OSS addresses how online education can be implemented in the media arts to create a virtual studio environment that encourages transparency and collaboration in online research, writing, and the artistic process.

The presentation will explore additional online initiatives including FemTechNet's Distributed Open Collaborative Course (DOOC), which served as an inspiration for designing a multi-nodal course taught collaboratively this year between faculty in ADM and The New School for Social Research in New York.

It is our intent to both summarize the current accomplishments of the OSS project, as well as point to new opportunities for cross-cultural and inter-institutional collaboration via the network.



To register for this talk,
scan the QR code or go to

bit.ly/opensourcestudio

ABOUT THE SPEAKERS

Randall Packer



Since the 1980s, multimedia artist, composer, and educator Randall Packer has worked at the intersection of interactive media and live performance. He has received international acclaim for his social and politically infused works, and has performed and exhibited at museums, theaters, and festivals throughout the world. Packer is also a writer and scholar in new media, most notably the co-editor of *Multimedia: From Wagner to Virtual Reality*.

He holds an MFA and PhD in music composition and has taught multimedia at the University of California, Berkeley, Maryland Institute College of Art, and American University in Washington, DC. Most recently, he developed Open Source Studio (OSS), an international project exploring collaboration and distance learning in the media arts. He has taught OSS online at the California Institute of the Arts, the Danube University Media Art Histories Program in Austria, and the School of Art, Design, and Media at NTU in Singapore.

Packer is an artist educator at the Museum of Modern Art, teaching online for MoMA's Digital Learning, as well as serving on the faculty of the Johns Hopkins University Museum Studies Program, where he teaches the history, theory and practice of multimedia. Packer works and teaches remotely from his studio in Washington, DC.

<http://www.randallpacker.com>

Dr. Kristy Kang



Dr. Kristy H.A. Kang is an award winning media artist and scholar whose work explores narratives of identity formation and cultural memory. She received her Ph.D. in Media Arts and Practice at the University of Southern California School of Cinematic Arts and is currently Visiting Assistant Professor at the School of Art, Design and Media at NTU. Her research interests include histories and theories of digital media arts, database cinema, animation, spatial and mobile narrative, and transnational media and ethnic studies between the U.S. and Asia.

She is a founding member of The Labyrinth Project—a research initiative on interactive narrative and digital scholarship at the University of Southern California that has produced a range of interactive cultural histories using new media. These works have been published and presented both internationally and nationally at conferences and museums including the Getty Research Institute, The ZKM Center for Art and Media, the Society for Cinema and Media Studies and received numerous awards including the Jury Award for New Forms at the 2004 Sundance Online Film Festival.

<http://www.kristykang.com>

Juan Camilo González



Juan Camilo González studied Visual Arts at the Javeriana University of Bogotá. With the support of the Annenberg Fellowship, he finished in 2011 his MFA in Animation & Digital Arts from the University of Southern California. He is also the director and co-founder of the group Moebius Animación, dedicated to exhibit artists, films and research around experimental animation in Latin America and Spain.

González is currently a PhD candidate at the School of Art Design & Media in Singapore where his thesis focuses on the theoretical and practical research of data-driven hand drawn animations.

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