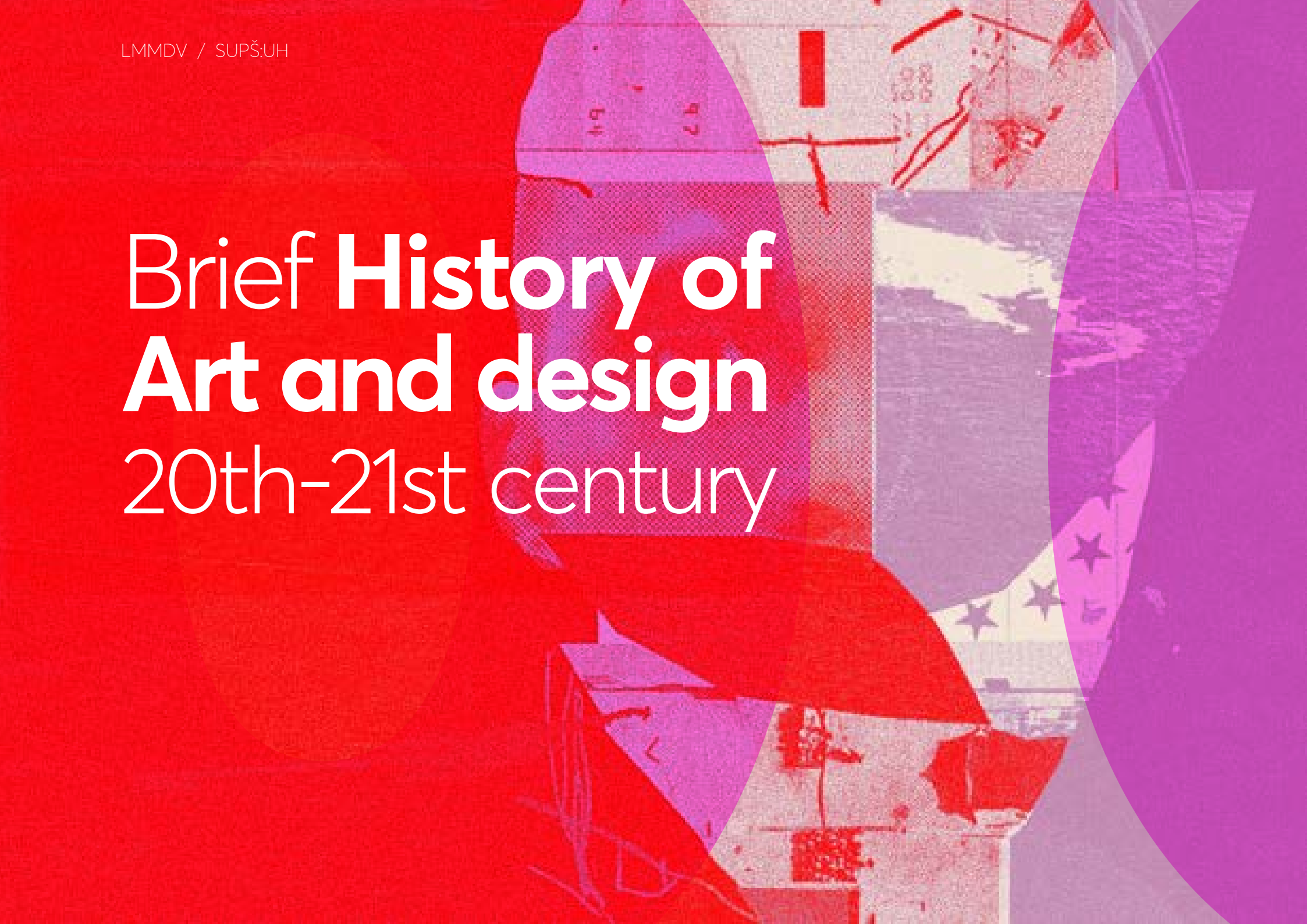
Brief **History of Art and design** 20th-21st century



01 Bauhaus Movement and International Modernism (1919–1960)

02 Surrealism and Abstract Expressionism (1930–1960)

03 Pop Art and Pop Design in the Space Age (1955–1970)

04 Minimalism and Brutalism (1950–1980)

05 Conceptual and Radical Design and Art (1965–1980)

06 Street Art, Graffiti, and Urban Design, Feminist Art Movement and Social Design (1970–1980)

07 Postmodernism in Art and Design (1980–2000)

08 Installation, Performance (1990–nowadays)

09 New Media Art (1990–nowadays)

10 Global Contemporary Art and Design (2000–nowadays)

09

New Media Art

(1990–nowadays)

09 New Media Art

(1990–nowadays)

Co-funded by the European Union

LIEPĀJAS MŪZIKAS, MĀKSLAS un DIZAINA VIDUSSKOLA

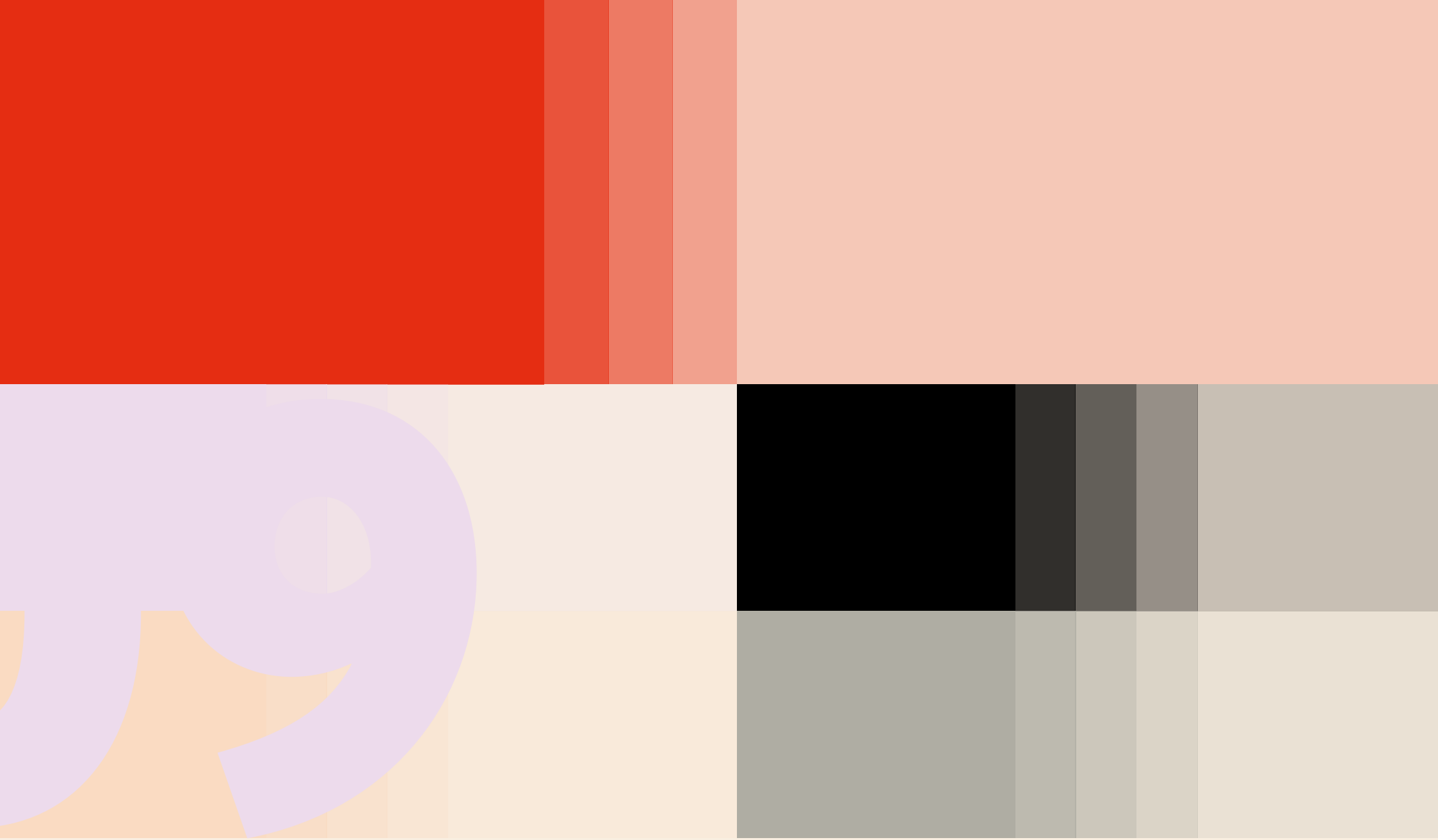
SUPŠ:UH

EmpowerED

Materials created within Erasmus+ Small-scale partnership project "EmpowerED: Fostering Employability, Cultural Understanding, and Digital Resilience in VET Education" No 2023-2-LV01-KA210-VET-000178458 Implemented from 1.04.2024. till 31.03.2026. by coordinator MIKC "Liepājas Mūzikas, mākslas un dizaina vidusskola" (Latvia) and project partner Střední umělecko průmyslová škola Uherské Hradiště (Czech Republic), total project budget is 60 000 euro.

Content

Introduction....7
Historical Context....7
Principles of New Media Art....7
Notable Artists and Their Works....8
Nam June Paik (1932–2006)....8
Rafael Lozano-Hemmer (b. 1967)....9
Olafur Eliasson (b. 1967)....9
Marina Abramović (b. 1946)....10
Laurie Anderson (b. 1947)....11
Cao Fei (b. 1978)....11
Refik Anadol (b. 1985)....12
Czech New Media Art Since 1990....13
Historical Context....13
Principles of Czech New Media Art....13
Notable Czech New Media Artists....14
Miloš Vojtěchovský (b. 1955)....14
Federico Díaz (b. 1971)....14
Jakub Nepraš (b. 1981)....15
Michal Kindernay (b. 1978)....15
Tomáš Dvořák (Floex) (b. 1978)....16
Petr Svárovský (b. 1962)....16
Aneta Mona Chisa (b. 1975) and Lucie Tkáčová (b. 1977)....17
Reference List....17
New Media Art in Latvia....18
Artists of New Media Art in Latvia....18
Mārtiņš Ratniks (b. 1975)....18
Famous Five (F5) (est. 1998)....19
Rasa Šmite (b. 1969) and Raitis Šmits (b. 1966)....19
Reference List....20
Students´Task....21



New Media Art Since 1990

Historical Context

New Media Art has evolved dynamically since the 1990s, coinciding with the digital revolution and the expansion of the internet. Key developments, such as the rise of personal computers, the proliferation of multimedia technologies, and the advent of interactive installations, provided new opportunities for artists. Institutions like Ars Electronica and ZKM (Zentrum für Kunst und Medientechnologie) played a crucial role in fostering experimental digital art. The 1990s also saw the emergence of net art, which utilized the internet as both a medium and a platform for artistic expression. Additionally, the rise of artificial intelligence, augmented reality, and virtual reality in the 2000s and beyond further expanded the boundaries of New Media Art.

Principles of New Media Art

New Media Art is characterized by several key principles:

- **Interactivity** – The audience becomes an integral part of the artwork, engaging with it through physical or digital interactions (e.g., interactive installations, virtual reality experiences).
- **Multimedia Nature** – The fusion of video, sound, text, and imagery creates complex artistic experiences.
- **Digital Aesthetics** – The use of algorithms, code, and data visualization influences the visual and conceptual nature of the art.
- **Code as Art –** Programming and algorithmic processes are integral to generative and AI-driven art forms**.**
- **Networked Art –** Many works rely on global connectivity and respond to the digital environment and social media.
- **Artificial Intelligence and Machine Learning** – Increasingly, artists are incorporating AI-generated elements into their works, challenging the notions of authorship and creativity.
- **Immersive Environments** – Virtual and augmented reality have allowed artists to create fully immersive digital experiences.

Notable Artists and Their Works

Nam June Paik (1932–2006)

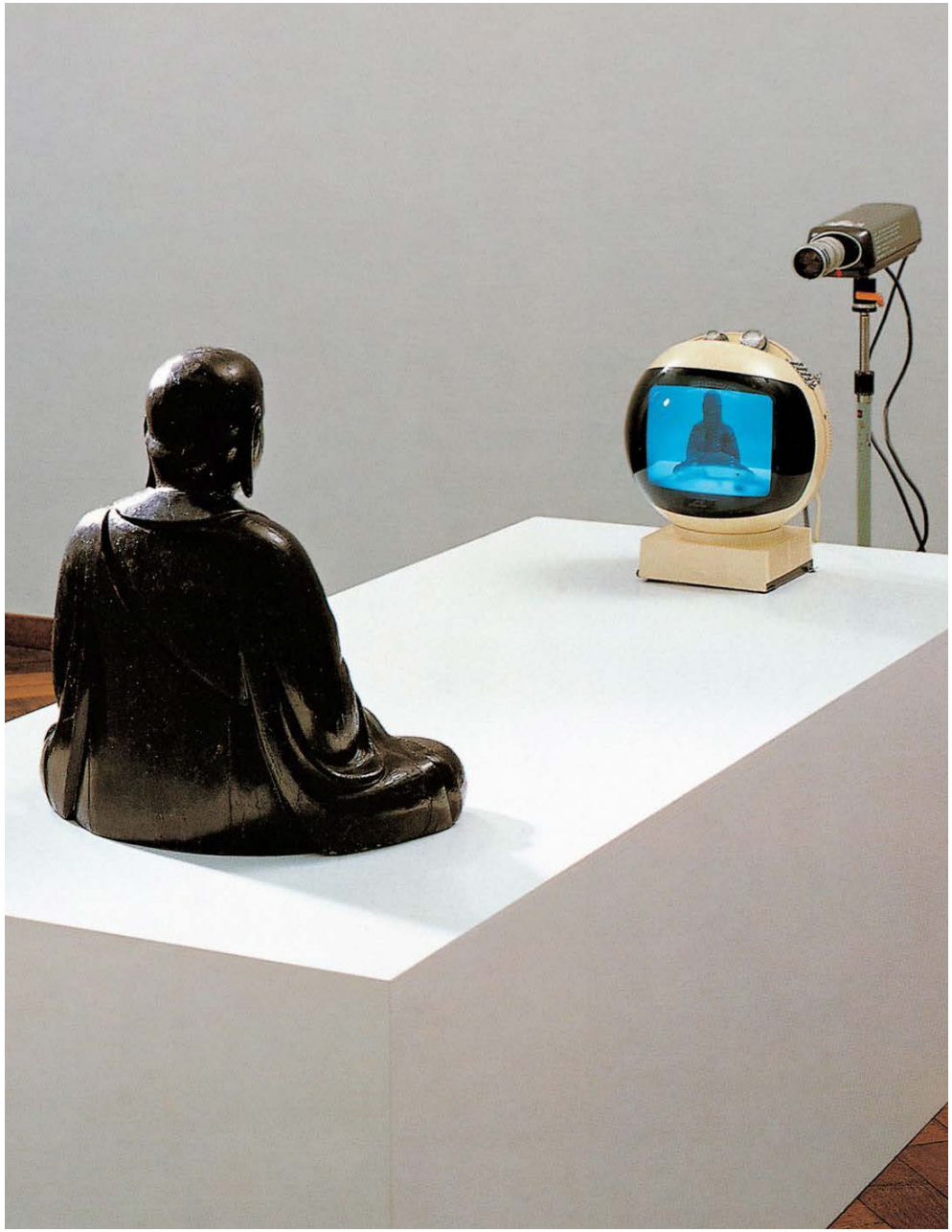
Biography

Nam June Paik was born in Seoul, Korea, and later moved to Japan, where he studied music history and aesthetics at the University of Tokyo. He continued his studies in Germany, immersing himself in the experimental music scene and collaborating with figures like Karlheinz Stockhausen and John Cage. In the 1960s, he relocated to the United States, where he became a pioneer of video art. He experimented with television sets, magnetic distortions, and electronic media, influencing the future of digital and interactive art.

Principles of Art

Paik's art was based on the belief that technology and media should be democratized and accessible to all. He was a pioneer in integrating video, television, and digital manipulation into artistic practice. His work often had a playful and futuristic quality, exploring the intersection of technology, performance, and interactivity.

- **Internet Dream (1994)** – A multi-screen video installation reflecting on global communication and digital culture.
- **V Buddha (1974)** – A video installation where a Buddha statue observes its own image on a television screen, questioning the role of media in perception and self-awareness.



TV Buddha (1974)

Rafael Lozano-Hemmer (1967)

Biography

Born in Mexico City, Rafael Lozano-Hemmer studied physical chemistry at Concordia University in Canada. His early scientific background influenced his artistic approach, leading him to develop large-scale interactive installations that blend technology, public participation, and urban spaces. His works have been exhibited internationally, including at the Venice Biennale, the Museum of Modern Art (MoMA), and the Tate Modern.

Principles of Art

Lozano-Hemmer's work focuses on relational architecture, surveillance, biometric data, and audience participation. His projects often use real-time data, such as heartbeats or voice recordings, to create personalized and ephemeral artistic experiences. He seeks to redefine public spaces by transforming them into interactive environments that challenge traditional notions of spectatorship.

Notable Artworks

/ **Pulse Room (2006)** – A biometric installation that transforms viewers' heartbeats into a dynamic display of flickering light bulbs.

/ **Cloud Display (2019)** – A generative artwork using AI to create dynamic, cloud-like forms based on real-time environmental data.

Olafur Eliasson (1967)

Biography

Born in Copenhagen, Denmark, Eliasson studied at the Royal Danish Academy of Fine Arts. His work merges art, science, and technology, often focusing on environmental and phenomenological experiences. He has collaborated with architects and scientists, emphasizing sustainability and ecological awareness in his work. Eliasson founded Studio Olafur Eliasson, a multidisciplinary lab that explores the relationship between art and the

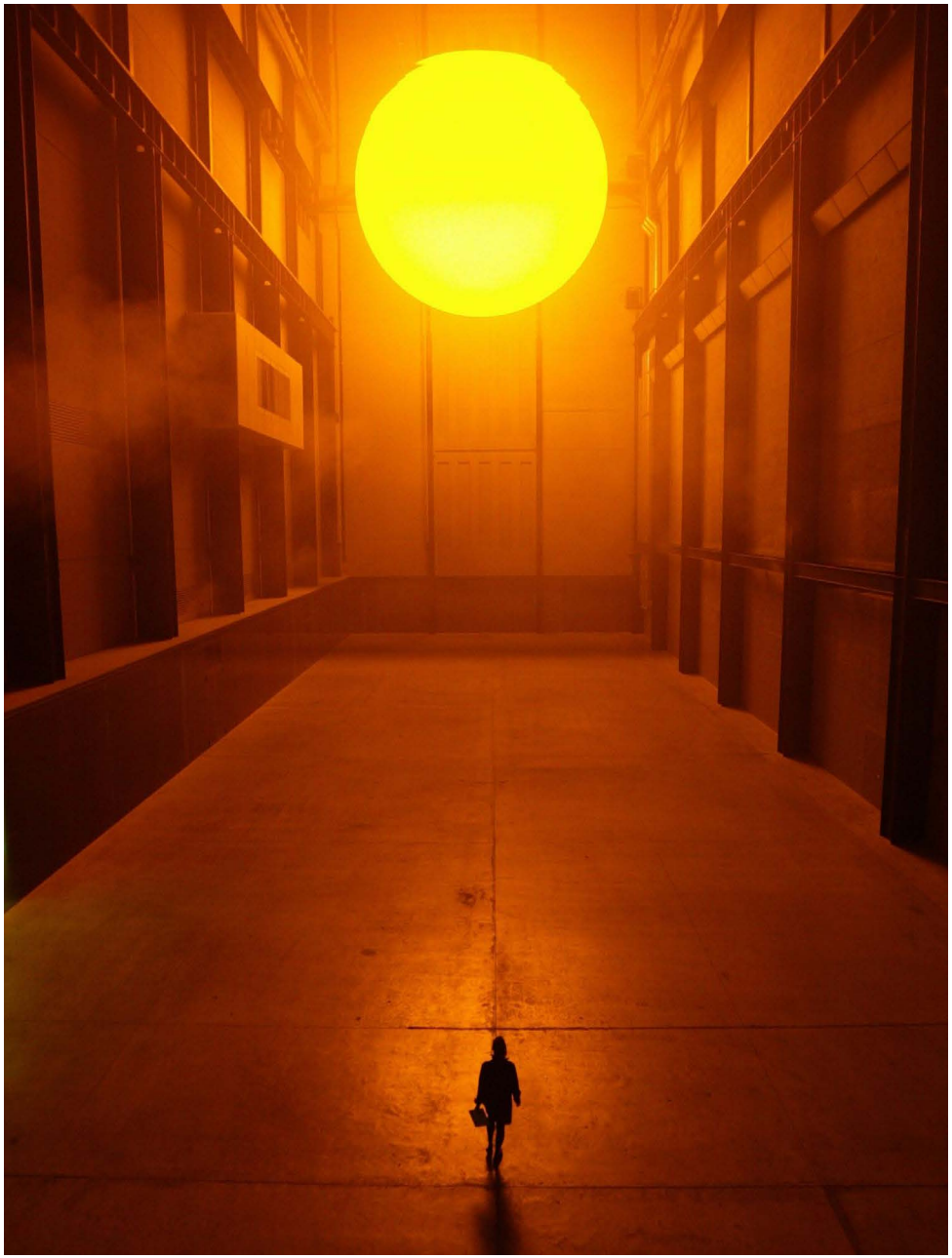
Principles of Art

Eliasson's art revolves around perception, nature, and immersive environments. He often employs light, water, and movement to create transformative spaces that engage the viewer's senses. His installations encourage reflection on climate change, human interaction, and the materiality of the world around us.

Notable Artworks

/ **The Weather Project (2003)** – A large-scale installation at Tate Modern that simulated a massive sun using light and mist, creating an immersive experience.

/ **Your Rainbow Panorama (2011)** – A circular, multi-coloured glass walkway providing a 360-degree view of the city, altering viewers' perception of their surroundings.



Your Rainbow Panorama (2011))

Marina Abramović (1946)

Biography

Marina Abramović was born in Belgrade, Yugoslavia (now Serbia). She studied at the Academy of Fine Arts in Belgrade before furthering her studies in Zagreb and Amsterdam. Throughout her career, she has been a leading figure in performance and conceptual art. Her work often explores the limits of endurance, human consciousness, and the relationship between performer and audience. In 2010, the Museum of Modern Art (MoMA) hosted a retrospective of her work, solidifying her legacy as a groundbreaking artist.

Principles of Art

Abramović's art is rooted in endurance, ritual, and audience participation. She pushes physical and psychological boundaries, often placing herself in extreme situations to test the limits of the human body and mind. Her performances emphasize presence, vulnerability, and the transformative power of art.

Notable Artworks

- **Rhythm 0 (1974)** – A six-hour performance where the audience was invited to use various objects on the artist, highlighting the nature of control and vulnerability.

- **The Artist is Present (2010)** – A performance at MoMA where Abramović sat silently across from museum visitors for 736 hours, emphasizing human connection and endurance.

The Artist is Present (2010

Laurie Anderson (1947)

Biography

Laurie Anderson is an American multimedia artist, musician, and experimental performer known for her pioneering work in new media art. Born in Glen Ellyn, Illinois, she studied at Barnard College and Columbia University. She emerged in the 1970s as a performance artist blending music, spoken word, and technology. Anderson became widely known for her 1981 single O Superman, which bridged avant-garde and popular music. Over the decades, she has collaborated with major institutions, including MoMA, and artists such as William S. Burroughs and Lou Reed.

Principles of Art

Anderson's work is characterized by a deep engagement with storytelling, technology, and multimedia performance. She explores themes of identity, communication, and the intersection of human and machine through sound, visual projections, and digital manipulation.

Notable Artworks

/ **United States Live (1983)** – A groundbreaking multimedia performance incorporating music, spoken word, and visuals.

/ **The Language of the Future (2017)** – A retrospective performance blending text, music, and digital effects to explore contemporary society..

https://www.youtube.com/watch?v=1VmInggW8iQx

/ **The Language of the Future (2017)**

Cao Fei (1978)

Biography

Cao Fei is a Chinese multimedia artist known for her exploration of digital realities, urban transformation, and the effects of globalization. She studied at the Guangzhou Academy of Fine Arts and gained international recognition for her video art, virtual reality projects, and installations. Her work has been exhibited at the Venice Biennale, the Guggenheim Museum, and the Centre Pompidou.

Principles of Art

Her work often blends fantasy and reality, using digital platforms such as Second Life and virtual reality to examine contemporary Chinese society, urbanization, and identity. She frequently addresses the intersection of technology, culture, and labour in an increasingly digitized world.

/ **RMB City (2007-2011)** – A virtual city constructed in Second Life that reflects contemporary Chinese urbanization and globalized capitalism.

/ **Whose Utopia (2006)** – A video installation exploring the dreams and realities of factory workers in China

Refik Anadol (1985)

Biography

Refik Anadol is a Turkish-American media artist and designer known for his work with data-driven art, machine learning, and immersive installations. He studied Visual Communication Design at Istanbul Bilgi University and later earned his MFA in Design Media Arts from UCLA. His work explores the intersection of artificial intelligence, architecture, and digital art, creating large-scale installations and public art projects that visualize complex datasets.

Principles of Art

Anadol's work focuses on the aesthetic potential of data and machine intelligence. He creates dynamic, algorithm-driven compositions that transform architectural spaces, questioning the boundaries between physical and virtual reality.

Notable Artworks

- **Melting Memories (2018)** – A project that visualizes brainwave data through AI-generated visual compositions.
- **Machine Hallucinations (2019)** – A series of AI-generated digital artworks based on vast datasets of urban environments.

- **Infinity Room (2015)** – An immersive light installation that creates an infinite, dreamlike spatial experience.

Conclusion

Since 1990, New Media Art has continually evolved alongside technological advancements, reflecting changes in global communication, artificial intelligence, and interactivity. By merging art, science, and technology, it challenges traditional artistic paradigms and redefines human creativity in the digital age. New Media Art is no longer confined to galleries but has infiltrated public spaces, online platforms, and virtual realities. It has shaped contemporary culture by redefining how art is created, experienced, and shared, ensuring that the digital frontier remains an essential landscape for artistic innovation.

Czech New Media Art Since 1990

Historical Context

The development of new media art in the Czech Republic since 1990 is closely linked to the political and technological transformations that followed the fall of communism in 1989. The Velvet Revolution opened the country to global artistic trends, leading to the incorporation of digital technology, interactivity, and multimedia into contemporary Czech art. The establishment of media art programs at institutions such as the Academy of Fine Arts in Prague (AVU) and the Academy of Arts, Architecture and Design (UMPRUM) provided an academic framework for new media experimentation. The rise of the internet and digital culture in the late 1990s further catalysed the development of Czech new media art, with artists exploring themes of virtuality, surveillance, artificial intelligence, and post-humanism.

Principles of Czech New Media Art

- **Interactivity and Participation** – Many Czech new media artists create works that engage audiences in an interactive manner, Technological Experimentation – Artists often incorporate digital tools, coding, robotics, AI, and virtual/augmented reality into their works.
- **Sociopolitical Commentary** – Reflecting on themes such as surveillance, identity, globalization, and post-communist transformation.
- **Multisensory Experience** – Using sound, light, movement, and immersive environments to create experiential artworks.
- **Collaboration and Cross-Disciplinary Approach** – Many artists work with scientists, programmers, architects, and theorists to push the boundaries of new media.

Notable Czech New Media Artists

Miloš Vojtěchovský (1955)

Biography

Miloš Vojtěchovský is a multimedia artist, curator, and theorist known for his pioneering work in Czech new media art. He studied art history at Charles University in Prague and later engaged in experimental media projects. In the 1990s, he co-founded CIANT (International Centre for Art and New Technologies), an organization dedicated to research and education in media art. He has collaborated with international institutions, including ZKM in Germany and Ars Electronica in Austria. His work spans sound art, digital environments, and interactive installations.

Principles of Art

His work often explores themes of ecology, data visualization, and human-machine interactions, emphasizing the relationship between sound, environment, and media.

Notable Artworks

- **Sound Maps** – A series of interactive installations that explore the sonic landscapes of various environments.
- **Orbis Pictus Revised** – A multimedia project that reinterprets the historical educational book by J.A. Comenius through a digital lens.

Federico Díaz (1971)

Biography

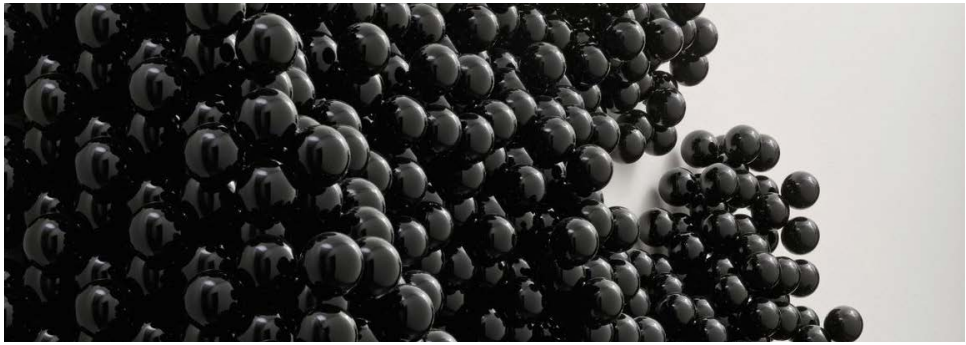
Born in Prague to a Czech-Argentine family, Federico Díaz is one of the most internationally recognized Czech new media artists. He studied at the Academy of Fine Arts in Prague and became known for his work with generative design and AI-based art. His practice integrates data processing, robotics, and parametric design to create art that often reacts to its environment. His work has been exhibited at major venues such as the Venice Biennale, MoMA PS1 in New York, and Ars Electronica.

Principles of Art

His projects emphasize automation, non-human creativity, and environmental sustainability, exploring the interplay between algorithmic design and human perception.

Notable Artworks

- **Spheron (2011)** – A self-generating sculpture using data from its surroundings to alter its form.



- **Outside Itself (2010)** –A robotic installation that creates a structure based on real-time environmental data.

Jakub Nepraš (1981)

Biography

Jakub Nepraš studied at the Academy of Fine Arts in Prague, specializing in new media. He gained recognition for his innovative use of digital animation, video sculptures, and interactive installations. His work has been showcased at major international exhibitions, including Art Basel and the European Media Art Festival. He often collaborates with scientists and engineers to create artworks that bridge the gap between technology and organic processes.

Principles of Art

He blends video projection with physical materials to create dynamic, evolving forms that mimic biological and social structures, reflecting the complexity of contemporary information systems.

Notable Artworks

/ **Brain Cell (2007)** – A projection-based installation mimicking neural networks.

/ **Polygnosis (2010)** – A generative video sculpture that explores collective consciousness and information overload.

Michal Kindernay (1978)

Biography

Michal Kindernay is a multimedia artist, musician, and curator specializing in environmental and sound art. He studied at the Faculty of Fine Arts in Brno and later worked with organizations such as the Agosto Foundation and the Institute of Intermedia at CTU Prague. He is known for creating installations that translate environmental data into artistic expression. His work often incorporates field recordings, generative systems, and sensor-based technologies.

Principles of Art

Kindernay combines field recordings, sensors, and digital mapping to create immersive audio-visual experiences reflecting ecological concerns, particularly the impact of human activity on the environment.

Notable Artworks

/ **Hydrosofia (2017)** – An interactive installation that visualizes water pollution data.

/ **Weather Reports (2015)** – A sound-based artwork translating meteorological data into sonic compositions.

Tomáš Dvořák (Floex) (1978)

Biography

Tomáš Dvořák, known as Floex, is a Czech composer, clarinettist, and multimedia artist specializing in audiovisual performances and interactive sound installations. He studied at the Academy of Arts, Architecture and Design in Prague. Dvořák gained international recognition through his work in video game soundtracks, particularly for Machinarium and Samorost series, as well as his innovative integration of music and digital media in his art projects.

Principles of Art

Dvořák's work focuses on the interplay between sound, interactive media, and visual art. He explores the emotional potential of generative systems, music-driven visuals, and the fusion of organic and electronic elements in sound design.

Notable Artworks

- **Archifon (2011) –** An interactive audiovisual installation transforming church architecture into a playable musical instrument.
- **Machinarium Soundtrack (2009)** – A critically acclaimed ambient-electronic soundtrack blending melancholic melodies with organic soundscapes.
- **Samorost 3 Soundtrack (2016)** – A richly textured score complementing Amanita Design's surreal game world

https://www.youtube.com/watch?v=1oD1A53Btcw&-list=PL-iHsAeG0l5wb2go3JXo_h5-CGi2es8hG

Petr Svárovský (1962)

Biography

Petr Svárovský is a Czech media artist whose work explores the intersection of technology, interactivity, and social commentary. He studied at the Academy of Fine Arts in Prague and became known for his work with digital environments and sound installations.

Principles of Art

Svárovský often works with experimental video, digital simulations, and interactive soundscapes, creating works that challenge the viewer's perception of reality and media.

Notable Artworks

- **Interactive Void** – A digital installation where audience interaction alters audiovisual elements in real time.
- **Reflections on Noise** – A sound-based piece examining the role of ambient noise in contemporary digital culture.

Aneta Mona Chisa (1975) and Lucie Tkáčová (1977)

Biography

Aneta Mona Chisa and Lucie Tkáčová are an artistic duo working with performance, video, and installation. Originally from Slovakia, they have been active in the Czech art scene and beyond. Their collaborative work explores gender, power structures, and post-communist identity through provocative and often humorous means.

Principles of Art

Their art is characterized by a conceptual approach that mixes feminism, activism, and political critique. They frequently use text, performance, and multimedia to question dominant narratives.

Notable Artworks

- **Manifesto of Futurist Women** – A performance-based project deconstructing patriarchal ideologies.
- **Feminine Logic** – A multimedia installation exploring stereotypes in contemporary society

The White Dwarf – Chisa and Tkáčová

Reference list

Grau, O. (2003). *Virtual art: From illusion to immersion.* MIT Press.

Manovich, L. (n.d.). *The language of new media.* MIT Press.

Morganová, P. (2014). *Akční umění.*

Paul, C. (2003). *Digital art.* Thames & Hudson.

Rush, M. (1999). *New media in late 20th-century art.* Thames & Hudson.

Shanken, E. A. (2009). *Art and electronic media.* Phaidon Press.

Edited Books and Reports:

CIANT Publications. (n.d.). *Various research papers and books from the International Centre for Art and New Technologies.*

Federico Díaz: Outside itself. (2010). *A monograph on Díaz's work and artistic philosophy.*

Mutations: *Media art in Central Europe.* (2007).

New media art in post-socialist Europe. (2018). *An academic exploration of media art trends in former Eastern Bloc countries, including the Czech Republic.*

New Media Art in Latvia

New media art emerged relatively recently – at the end of the 20th century, when two parallel historical development lines intersected: contemporary art and modern technologies. In the 1990s, the internet was created, inspiring artists to experiment and search for new forms of art. The global web and digital technologies simultaneously became a medium and a virtual space for the creation, exhibition, and preservation of artworks.

Artists of New Media Art in Latvia

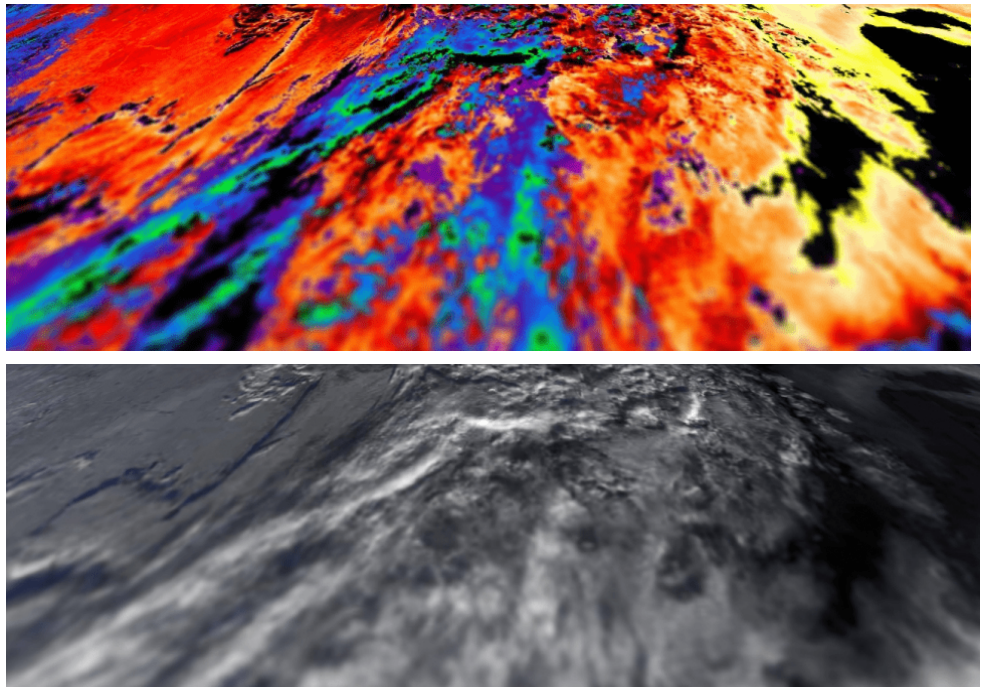
Mārtiņš Ratniks (1975)

Mārtiņš Ratniks is a member of the artist collective "F5" ("Famous Five"). He is a Latvian artist known for his work in the field of new media art, particularly in video art, interactive installations, and digital visualizations. He uses modern technologies to create works that explore the relationship between humans and technology, issues of culture and identity, as well as societal challenges. Mārtiņš Ratniks' exhibition "Zeme" at the Kim? / VKN Gallery (2009) was selected as one of the eight finalists for the Purvīša Prize 2011.

Mārtiņš Ratniks' Exhibition "Zeme" 2009

Exhibition "Earth" at the Kim? / VKN Gallery (2009) was selected as one of the eight finalists for the Purvīša Prize 2011. The exhibited video installation created an immersive space in which visitors had the opportunity to subject themselves to an audiovisual experience.

The idea for the work presented in the exhibition came to Ratniks when, about a year prior, the artist found an archive of satellite images of Terra (Latin for Earth) on the global web. Terra, one of the artificial satellites in NASA's Earth Observing System project, began collecting environmental data in 2000, with the goal of better understanding the causes of climate change and predicting its consequences. The satellite images, which are freely accessible to anyone on the internet, include both those in which a person accustomed to Google Earth in the 21st century can easily recognize the Earth, as well as those that resemble the legendary space flight through the light tunnel depicted in Stanley Kubrick's film 2001: A Space Odyssey, raising questions about how unfamiliar the seemingly familiar can be. However, the images obtained by Terra are merely the impulse and raw material for the creation of the work, and their meaning remains open to interpretation, much like nearly everything encountered in both the art and science worlds.



/ **Mārtiņš Ratniks.** Video installation "Earth". 2009.

Famous Five (F5) (est. 1998)

Famous Five is an artists' group that may or may not include Līga Marcinkeviča, Ieva Rubeze, Mārtiņš Ratniks, Ervīns Broks, and Renārs Krūmiņš. The group was founded in 1998. In F5's works – even the group members themselves do not consider it important; they do not even know who did what or who owns a particular part of an idea.

In their works, the group consciously seeks to avoid "socio-political issues," going against the ever-present trend (Zeitgeist) in art. F5 consists of graduates from the Visual Communication Department of the Latvian Academy of Art, who, in collaboration with artist and lecturer Ojārs Pētersons, have developed an innovative idea generation environment. The "Famous Five" has always functioned as a brand, more recognized as a concept than as a collective of individual artists. F5 has represented Latvia in significant international art exhibitions – in 2005 at the Venice Biennale in Italy with the project "The Darkness Bulb" and in 2002 at the São Paulo Biennale in Brazil.

Famous Five (F5) exhibition "The Darkness Bulb".

This is the exhibition with which Latvia was represented at one of the art exhibitions — the 51st International Art Exhibition of the Venice Biennale.

"The Darkness Bulb" is a story about the destructive nature of discovery, about the instability and unpredictability of structures created by the mind.

"In an era when electric light bulbs were becoming increasingly used, Aristotelis Operandi discovered and created the electric darkness bulb, which, when lit, turns any light into pitch-black darkness. Unfortunately, Operandi perished during his first fully successful experiment with the darkness bulb. He had been unable to find a way out of his laboratory. Operandi died of starvation, and his body was found a month later — after the building manager had cut off the electricity due to non-payment.

/ **Group "F5". The Darkness Bulb.** 2005. Video still.

Rasa Šmite (b. 1969) and Raitis Šmits (b. 1966)

They are internationally recognized artists and cultural innovators who work with science and new technologies; in their artistic practice, the Šmiti collaboratively create artworks. The Šmiti are founders of the New Media Culture Center RIXC and curators of the annual RIXC Art and Science Festival. They work as researchers and lecturers in Latvia, Europe, and the United States. In their latest artworks, the Šmiti explore the relationships between nature and technology, humans and plants, such as in the Talk to Me and Biotricity series, which have been exhibited at Hek Basel, Ars Electronica in Linz, the National Museum of Science and Technology in Stockholm, Van Abbemuseum of Modern and Contemporary Art in Eindhoven, ZKM in Karlsruhe, the MIT Center for Theoretical Physics in Boston, and the Venice Architecture Biennale.

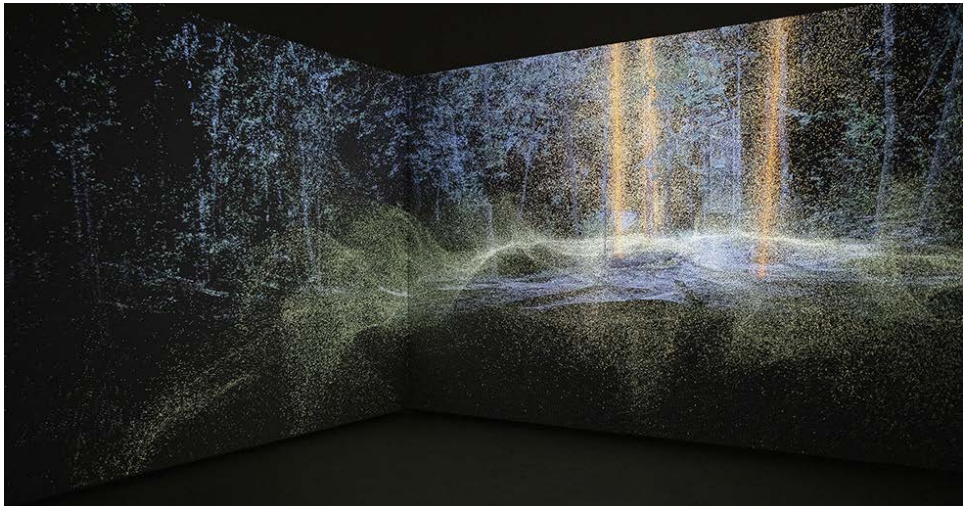
They were nominated for the Purvīša Prize – in 2019 for the solo exhibition "Microcosmic Oscillations" and in 2020 and 2021 for the artwork "Atmospheric Forest" at the Critical Zones exhibition in Germany.

Atmospheric Forest

Is a large-scale VR point-cloud installation that visualizes and sonifies the relationships between the forest and climate. It reveals the interaction patterns between the pine tree emissions in Pfynwald, an ancient Swiss Alpine forest, and the weather conditions in this valley, affected by drought.

The trees do not only produce oxygen, but they are living bodies that breathe as well. That is, they emit part of the carbon dioxide, sometimes even up to 20% of what they have consumed. When trees die, they release all the carbon they have collected during their lives back into the atmosphere. Atmospheric Forest explores the effects of drought on local forest ecosystems and how such stress situations influence the production of resin and volatile emissions (such as the usual pine tree scent).

https://vimeo.com/769465824



/ **Rasa Šmite and Raitis Šmits. "Atmospheric Forest"**
two-channel video installation. 2020.

Reference list

RIXC Center for New Media Culture. (n.d.). *Rasa Šmite and Raitis Šmits. Atmospheric Forest.* Retrieved from https://rixc.org/lv/exhibitions/2015/821/

Rasa Šmite un Raitis Šmits. *Retrieved from* https://smitesmits.com/about.html

Rasa Šmite un Raitis Šmits. *Retrieved from* https://smitesmits.com/AtmosphericForest.html

Kim? Contemporary Art Centre. Mārtiņa Ratnika izstāde "Zeme". *Retrieved from* https://kim.lv/lv/martins-ratniks-exhibition-land/

Kim? Contemporary Art Centre. *Famous Five (F5). Retrieved from* https://kim.lv/lv/f5-darznieks/

the Purvītis Prize. *Retrieved from* https://purvisabalva.lv/en/about/

Nacionālā enciklopēdija. Audiovizuālā māksla Latvijā. https://enciklopedija.lv/skirklis/21411-audiovizu%C4%81l%C4%81-m%C4%81ksla-Latvij%C4%81

Students' Tasks :

READING COMPREHENSION AND CRITICAL THINKING

1. TIMELINE ANALYSIS:

- Create a timeline highlighting key technological developments that influenced New Media Art since 1990.
- Identify at least three major milestones and explain their impact on artistic practices.

2. COMPARE AND CONTRAST:

- Choose two artists from this file and compare their artistic principles and works.
- What similarities and differences do you notice in their use of technology and interactivity?

3. DISCUSSION QUESTIONS:

- How has artificial intelligence influenced New Media Art?
- Do you think interactive art makes the audience co-creators rather than just spectators? Why or why not?
- How do New Media Art principles challenge traditional artistic practices?

CREATIVE AND RESEARCH-BASED TASKS

1. ARTIST PRESENTATION:

- Select one artist and prepare a short presentation explaining their biography, principles of art, and a notable work.
- Include visuals and multimedia elements if possible.

2. DIGITAL ARTWORK PROPOSAL:

- Imagine you are a new media artist. Propose an interactive digital artwork that incorporates AI, virtual reality, or audience participation.
- Describe its purpose, materials, and expected interaction with the audience.

3. CASE STUDY: CZECH NEW MEDIA ART

- Research one Czech/Latvian New Media Artist mentioned in the document and write a short essay on their contributions to the field.
- How does Czech/Latvian New Media Art reflect the country's political and technological history?

LMMDV / SUPŠ:UH