

Brief History of Art and design

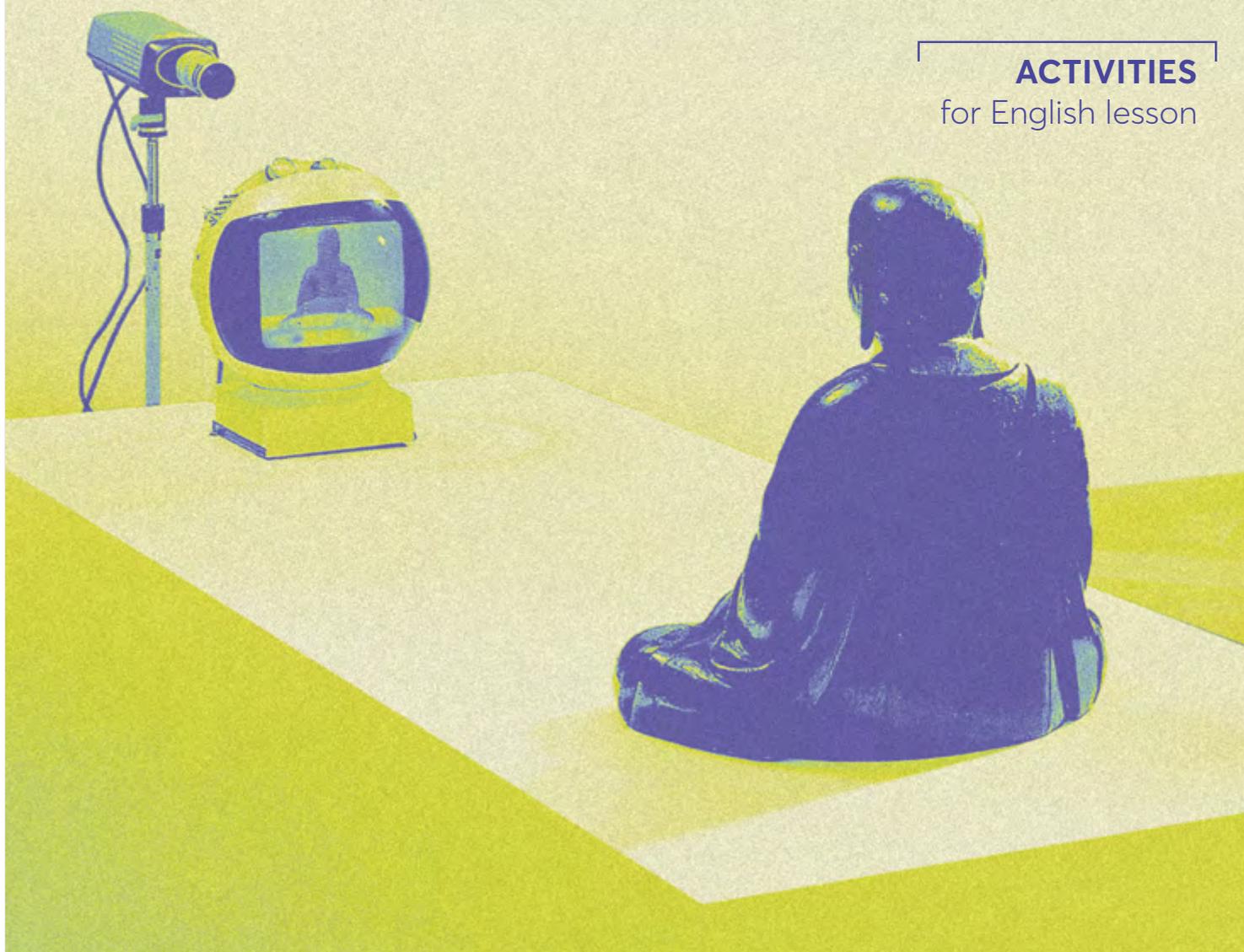
20th-21st century

09 NEW MEDIA ART

(1990–NOWADAYS)

ACTIVITIES

for English lesson



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LIEPĀJAS MŪZIKAS,
MĀKSLAS un DIZAINA
VIDUSSKOLA



SUPŠ:UH



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ADDITIONAL EXERCISES AND ACTIVITIES

GAME 1: NEW MEDIA ART TABOO

Objective: Describe key terms related to new media art without using specific “taboo” words.

Instructions:

1. One student picks a card and must describe the word at the top.
2. They **CANNOT** use the “taboo words” listed below it.
3. Their teammates must guess the correct word within 30 seconds.
4. Rotate turns and keep track of points.

Taboo Word Cards:

(Students should not see the “taboo words” while playing.)

Word	Taboo Words (Do NOT say)
Virtual Reality	headset, immersive, 3D, game
Augmented Reality	smartphone, overlay, digital, real world
Artificial Intelligence Art	computer, robot, machine, technology
Interactive Media	touch, response, participation, engage
Digital Installation	screen, projection, space, show
Algorithmic Art	code, math, pattern, generate
NFT (Non-Fungible Token)	blockchain, cryptocurrency, digital, unique
Generative Art	random, AI, software, automatic
Mixed Reality	VR, AR, digital, physical
Glitch Art	error, broken, distortion, pixels

GAME 2: SPEED DEBATE - THE FUTURE OF ART

Objective: Debate key issues in new media art.

Instructions:

1. Divide into two teams: For and Against.
2. One team has 1 minute to present their argument.
3. The opposing team has 30 seconds to rebut.
4. The class votes on the most convincing argument.

Debate Topics:

- AI-generated art should be considered real art.
- Traditional artists should embrace digital tools.
- New media art is more powerful than traditional painting and sculpture.
- NFTs and digital ownership will replace physical art galleries.
- Artists should stop selling physical art and go fully digital.
- Technology is making art less creative.
- The metaverse is the future of art exhibitions.
- New media art is just a trend and will fade away.

Reflection Questions:

- What was the most challenging part of the game?
- Did you change your opinion about any topic? Why or why not?
- What do you think the future of new media art will look like?

Teacher Tips:

- **Encourage students to use topic-related vocabulary in their arguments.**
- **If needed, allow prep time for students to research their debate points.**
- **Let students vote for the best debater at the end!**