

## Contemporary Art and Digital Culture

Well before the outbreak of COVID-19 in early 2020, artists, art historians, and arts institutions increasingly relied on digital technologies—from familiar social media apps to custom-designed tools and platforms—to produce new works, engage audiences, augment learning in exhibitions, and increase accessibility, among numerous other outcomes. Since early April, however, experiments with, and debates about, these technologies have both spread and intensified as they have been used to replace experiences (visiting the museum, for example) that they were often intended to enhance. This course examines the profound effects of digital culture on contemporary art and contextualizes them within a longer history of experimentation going back to the mid-20<sup>th</sup> century. We will examine analog precursors (mail art, fluxus, early telecommunications art, video art, zines), the digital revolution (net art, social media, post-internet art, digital curatorial tools, AI, VR, and digital humanities), and emerging debates about art and digital culture in times of social distancing.