The Digital Leap in Art Education

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Abstract

This presentation focuses on digital and virtual art expression in art education, and discusses digital artistic and educational practices. The 2014 Finnish National Core Curriculum for basic education recognizes the need to develop competence in multiliteracy and ICT skills. There is an ongoing rapid digitalisation in education, from schools to universities. The digital leap became the strategic focus of the Faculty of Educational Sciences and Teacher Education at the University of Helsinki during 2017-2020. This presentation examines the digital leap in the Art Expression and Art and Culture courses that are part of the art education minor for teacher students. The Art Expression course examines digital practices in artistic expression as well as painting, modelling and photo rendering in TiltBrush's virtual space. The Art and Culture course introduces an intertextual method for studying a research problem developed from TiltBrush art and relating it to art history and visual culture. The purpose of this paper is to determine how the teacher students' intersubjective artistic process is manifested in virtual reality, how VR changes the students' visual thinking, and how intertextuality produces comprehension? The results show that the students produced intersubjective co-constructions of works of

art in TiltBrush's virtual space. The results also indicate that the students' artistic processes made good use of digital tools and that the students found their virtual experience to be unexpectedly immersive, which changed their visual thinking. The intertextual method was considered a valid way to acquire understanding through VR experiences.

Keywords

Digital leap, Virtual reality (VR), Visual thinking, Intertextuality.