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Project Report

Art Meets Digital Technology

Summary

The idea behind “Art Meets Digital Technology” was to gain knowledge in the application of digital technology in artistic practice, and in particular in the performing arts, with focus on virtual reality (VR). This was driven by the observation that digital technology is at the core of significant changes in many areas of everyday life but not yet in the education nor in the creative process of many artists.

The consortium was composed of four partners from 4 countries: SOROS International House — SIH (Lithuania), specialist in the field of language teaching for different target groups with focus on involvement of modern IT and digital arts in educational process; K Milios and SIA OE —DIAN (Greece), adult educational provider who offers training to several target groups; Smashing Times Theatre and Film Company Limited (Ireland), working on a cross border and cross community basis; and DIE ETAGE — school for the performing arts (Germany).

The objectives of the project were to exchange experience and practice on how digital technology is affecting the performing arts world and to discuss about digital technology tools and their usage, together with the necessary conditions and possibilities to upskill artists with VR as a focus but not only.

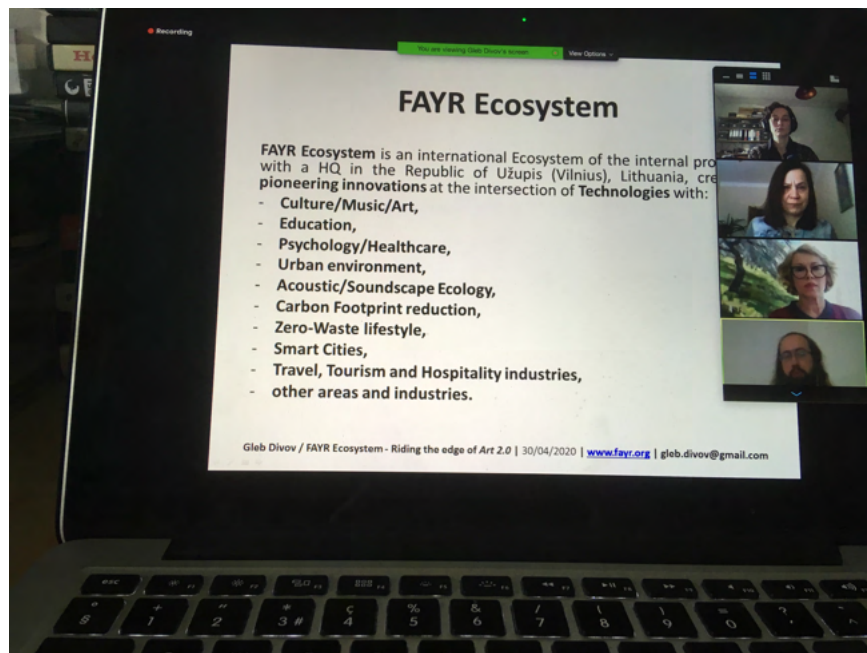
During its activities, the consortium collected artistic best practices in relation to VR, discussed questions of revenues and presence for artists in the digital realm, issued recommendations for introducing artists to digital technology and produced reflections on the experience acquired with digital technology as educators during the pandemic.

Meetings/ Implementation

After the the Kick-off Meeting in presence on 24th-25th October 2019 where we could greet our partners in person, with the restriction due to the global pandemic of COVID-19 all the activities had to be migrate online. The subsequent three meetings — 27.03.2020, 30.04.2020, and 29.05.2020 — and the scheduled activities (discussion of best practices, of financing and online presence, and of possible future development of the project) could take place even though in a smaller format.



Images from meeting (30.04.2020)



We thanks the digital artist Gleb Divov, who kindly presented his creative process and work during the second online meeting.

Dissemination

The following dissemination activities have been conducted

- Development of a flyer





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- Presence online
 - documentation of the online meetings by our partner institution SOROS
<https://sih.it/en/projects/international-projects/art-meets-digital-technology>
 - Smashing Times website of the project
<https://smashingtimes.ie/projects/european-projects/european-project-art-meets-digital-technology/>
 - DIAN website of the project
<https://dian.gr/en/art-meets-digital-technology-kick-off-meeting-in-berlin/>
- Dissemination activity conducted by our article by Katia Savrami "Setting the context for Dance and Digital Technology" (Athens, 20.09.2020) (as a download on website)

Results

The following results have been produced:

- example of best practices (as a download on website)
- reflection and recommendation "Consideration of Dance art During the Pandemic and recommendation" (as a download on website)
- articles mentioning / related to the project topic by one project participant
 - article on the importance of digital technology in the arts
<https://epale.ec.europa.eu/en/blog/thematic-week-digital-technology-and-dance>
 - article on the impact of the pandemic on the performing arts and the subsequent digital 'revolution' in the performing arts
<https://epale.ec.europa.eu/en/node/300558>