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From Material to Virtual: An exploration of visual technologies to develop an online/interactive-learning platform for Photography

ABSTRACT

Introduction

The transfiguration of historically-accepted material or physical forms of photographic practice and research to a largely virtual experience reflects on-going technological changes which impact on contemporary arts and photography. The vision was to create a high-quality online learning environment requiring innovative approaches to design and delivery, leading to an enhanced student experience.

Rationale

The impetus of the project is driven by the need to develop innovative online approaches to L&T in a changing HE and wider educational market, with the challenge being the translation of a practical image-based subject onto a largely virtual platform whilst sustaining academic standards. This development in online learning coincides with the need to invent new platforms for the circulation of photography, academic projects and art – and where students are required to engage in flipped learning, and to explore these developments in relation to their own practice in a self-reflexive manner.

Methods

Sample multimedia content created (videos and stills) will form the basis of a toolkit for users to develop their practical knowledge. A prototype of an interactive image gallery where individuals will be able to upload their images and collaborate with others to curate content, along with an integrated feedback/discussion platform will be designed. Testing will be underway with regards to its integration into UoN's VLE. Interactive lectures will be created using Adobe Captivate, where e-tivities are embedded into subject specific content.

Findings

Questionnaires, feedback surveys and a seminar involving students and external contributors will be used to assess its functionality and quality.