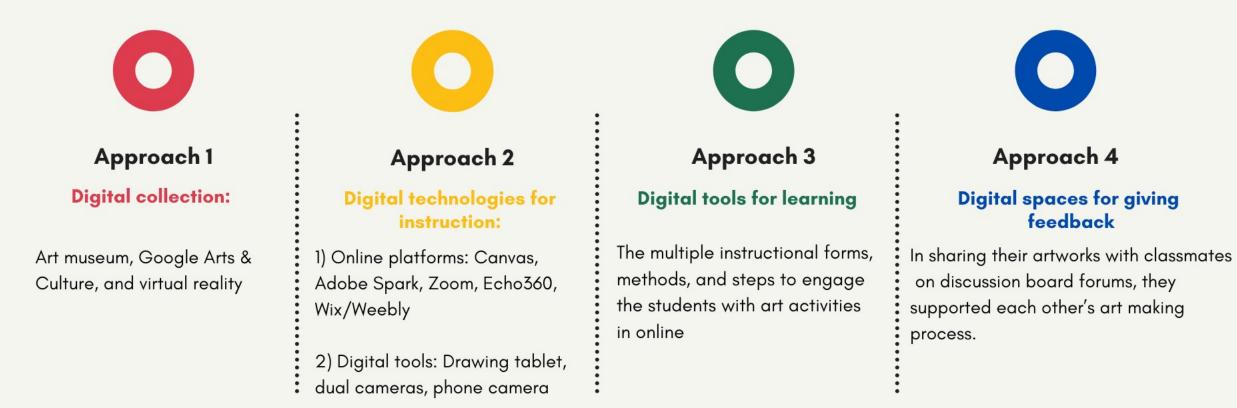# Multi-institutional Implementation of Digital Humanities: Pedagogies for the Virtual Art Classrooms

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Can studio art classes be taught online?
How can students create and submit artworks online?

Approach 1

Digital collection:

Art museum, Google Arts & Culture, and virtual reality

Approach 2

Digital technologies for instruction:

1) Online platforms: Canvas, Adobe Spark, Zoom, Echo360, Wix/Weebly

2) Digital tools: Drawing tablet, dual cameras, phone camera

Approach 3

Digital tools for learning

The multiple instructional forms, methods, and steps to engage the students with art activities in online

Approach 4

Digital spaces for giving feedback

In sharing their artworks with classmates on discussion board forums, they supported each other's art making process.

Abstract

Can studio art classes be taught online? How can students create and submit artworks online?

In 2020 spring, worldwide higher educators had to convert their classes online because of the Covid-19. The two presenters of this study had also transitioned classes to entirely online. However, they have devoted to online art teaching for several years so that the complete transition has become another opportunity to develop their teaching. Using the presenters' experiences and investigations of how undergraduate students adopted the transition to online education, this presentation will answer these questions with the virtual art classrooms' digital humanity pedagogies. Educators have implemented digital humanities for immersive learning (Novotny & Wright, 2020; Ziegler Delgado, 2020).

The presenters, especially from the art education field, have designed art studio courses to create, appreciate, present, and critique arts by utilizing digitalized artworks/texts and digital technologies. The first presenter will share how she has adopted Google Arts & Culture, virtual museums, and virtual reality in her classes and how her students have presented and critiqued artworks in online spaces. The second presenter will focus on the creations and presentations with digital humanity pedagogies. She will also share how she has developed the digitalization of art instructions and students' art creation to fit into the online environments. Through this presentation, participants can learn practical applications and strategies for digital humanities pedagogies for online art education.