

# Beyond Kitsch: More Than Just Technology

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# What is Kitsch and why does it matter?

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- **Kitsch** - popularized, consumer driven form of art
  - Coined by American Art Critic Clement Greenburg in the 1920s
  - Lower form of art
    - Ceramics, Carpentry, Jewelry, Photography, Crafts, Printmaking
- In the Classroom
  - “Crafty”
  - “Low Quality”
  - For the purpose of technique

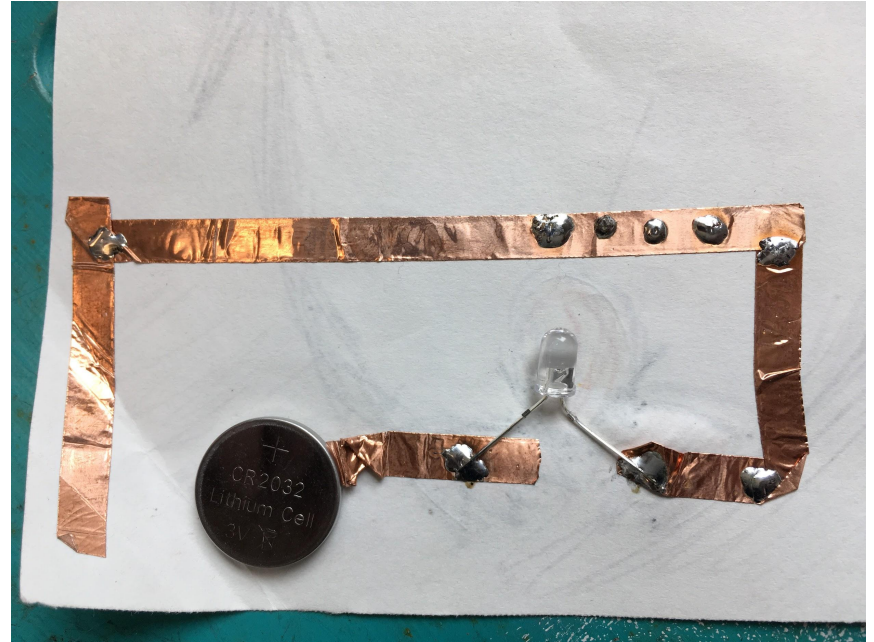
# How does this affect Maker Ed?

- Is technology just a skill?
- Does it actually affect artmaking?
- What is the extent of technology in art and the classroom?
- How do we go beyond basic projects?
- Does this give Science and Math the driver seat in art education?



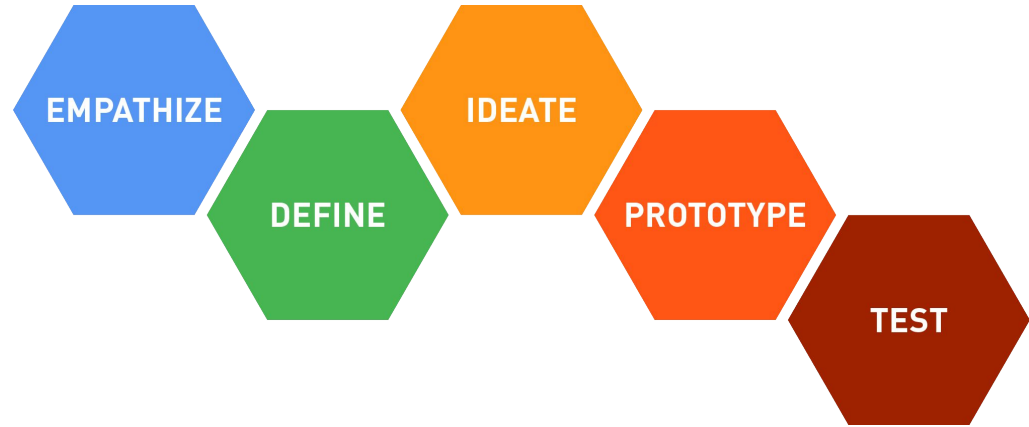
# Is Technology just a Skill?

- Skills
  - Simple Circuits
  - Kinetics
  - Soldering
  - Mechanical Connections
  - Coding (Arduino, HTML/CSS)
  - 3D printing/modeling
  - Laser Cutting
  - Photoshop
  - Illustrator



# What else is taught?

- Spatial Reasoning (4D)
- Problem solving
- Kinetics and Motion
- New Levels of Engagement
  - Open to new forms of visual culture
- The four big “I”s
  - Ideation
  - Iteration
  - Interactive
  - Interdisciplinary



# Ideation

Definition: The process of working and developing a series of ideas that are meant to solve a problem or formulate an idea

- Sketching
- Researching
- Sketching More
- Researching More

# Online Databases

- <http://www.artstor.org>
- <http://www.metmuseum.org/art/collection>
- <http://www.pbs.org/program/art21/>
- <https://www.thingiverse.com>
- <http://www.discovercircuits.com/list.htm>
- <http://highlowtech.org>
  
- Youtube
  - Little Art Talks
  - The Art Assignment

# Iteration

Definition: Working through several attempts at the same idea in attempts to improve upon the original idea.

- Prototyping
  - Inherent in new media and technology
  - How can your design be improved?
    - Critiques
    - Peer Review
- Remixing
  - What have others' done?
  - How have others' tackled the same ideas?
  - Further Research







# Interactive

[https://www.instagram.com/p/BRY1xxkgTE8/?taken-by=jaredpeer\\_art](https://www.instagram.com/p/BRY1xxkgTE8/?taken-by=jaredpeer_art)

<https://www.instagram.com/p/BCwZxNEGt5K/?taken-by=overthepeer>

<https://www.instagram.com/p/BONYKXoAyFh/?taken-by=overthepeer>

# Interdisciplinary

- Beyond the Art classroom
  - STEAM learning
  - Ideas of science, math, engineering, language, history, contemporary culture
  - Go beyond traditional lessons

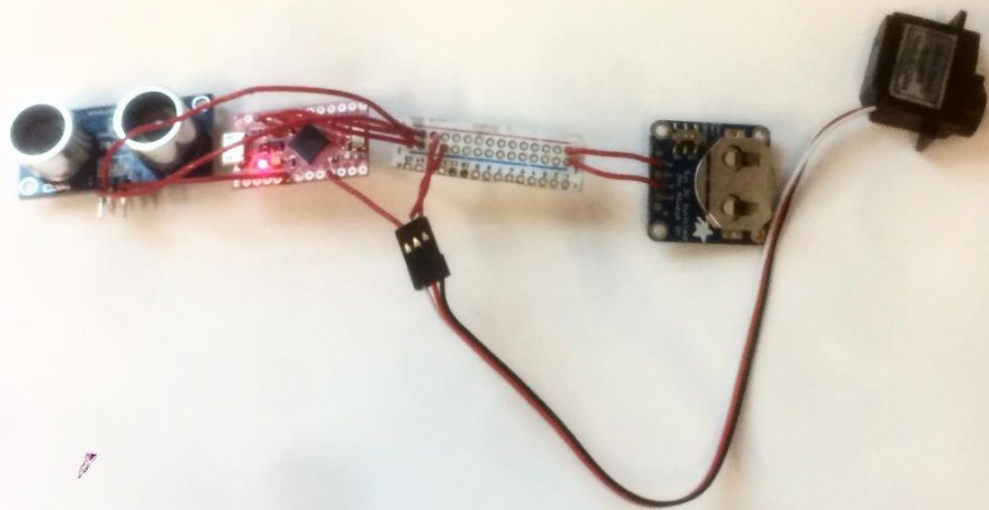
Does it actually affect art making?

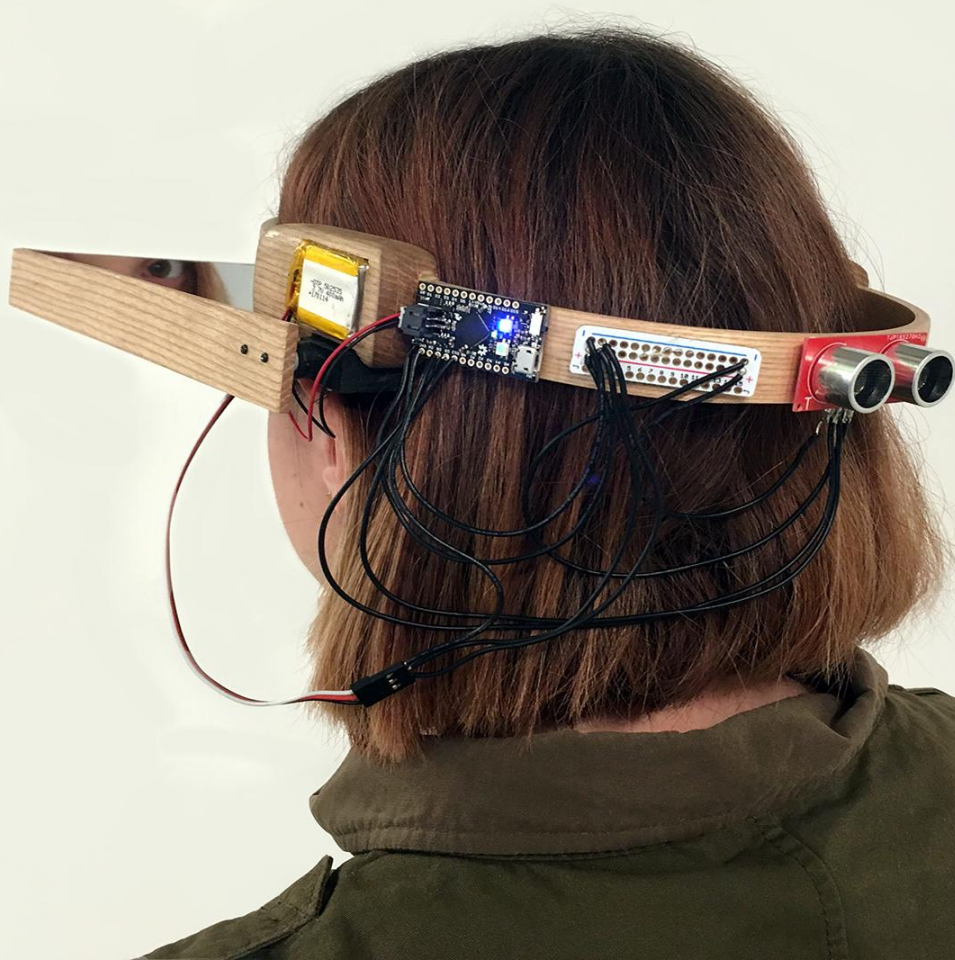
Yes



# What is the Extent?

- Maker Education as a Revolution
  - Largely influenced by DIY Culture
  - Open Source Community
- Provides us with new tools to create and express ourselves
  - Process: 3D Printing, Laser Cutting, Animation, Interactive Code, Arduino, Simple Electronics
- New possibilities for projects







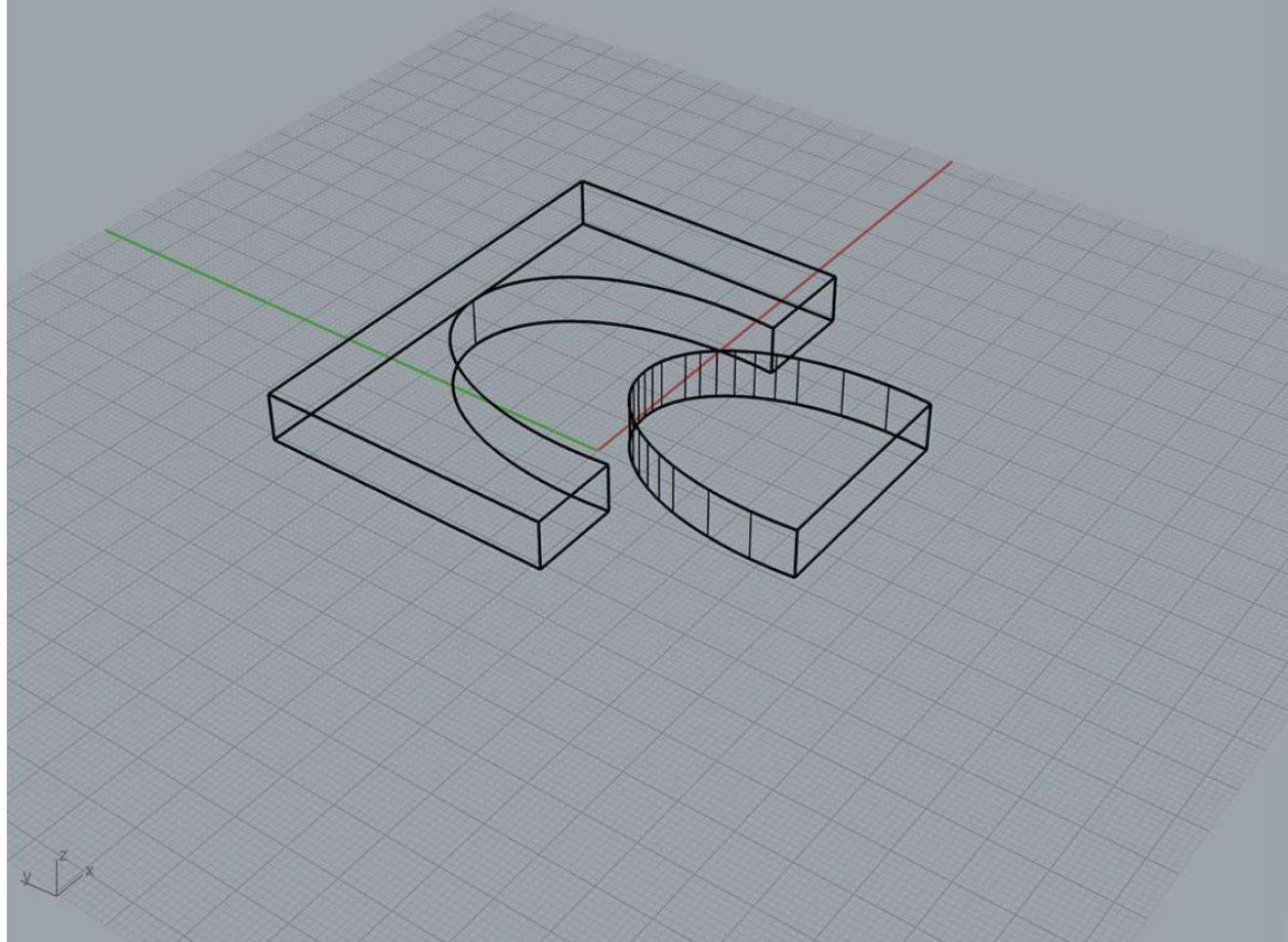














# How do we go Beyond Basic Projects?

- <http://fablearn.org>
- <https://llk.media.mit.edu>
  
- Basic is okay at first!
  - Much of technology has a little bit of a learning curve
  - As does teaching with these technologies and ideas

# Drawing/Painting



<https://vimeo.com/40904471>



[https://www.instagram.com/p/BRoEedoAuEs/?taken-by=jaredpeer\\_art&hl=en](https://www.instagram.com/p/BRoEedoAuEs/?taken-by=jaredpeer_art&hl=en)

# Ceramics



Untitled

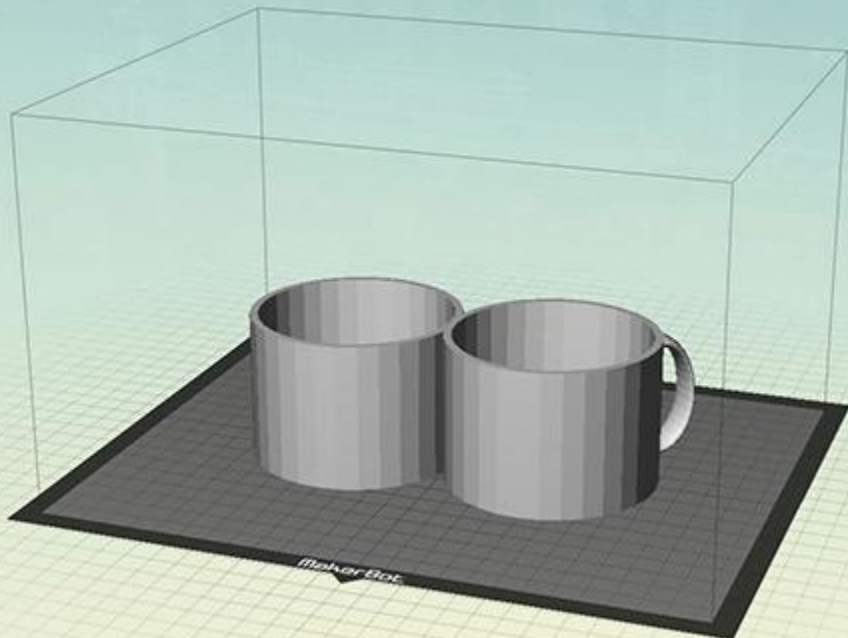
SETTINGS

ADD FILE

UPLOAD TO LIBRARY

EXPORT PRINT FILE

PRINT

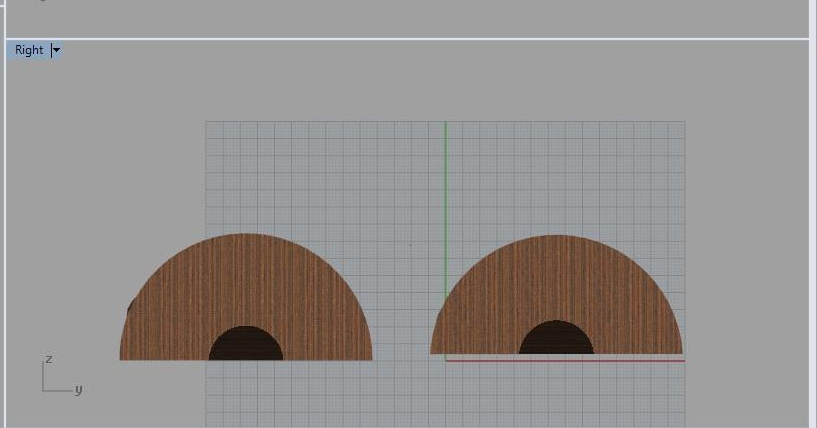
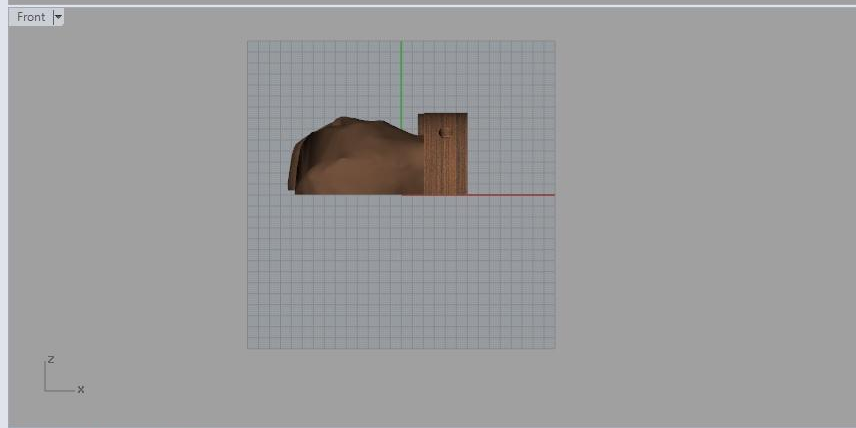
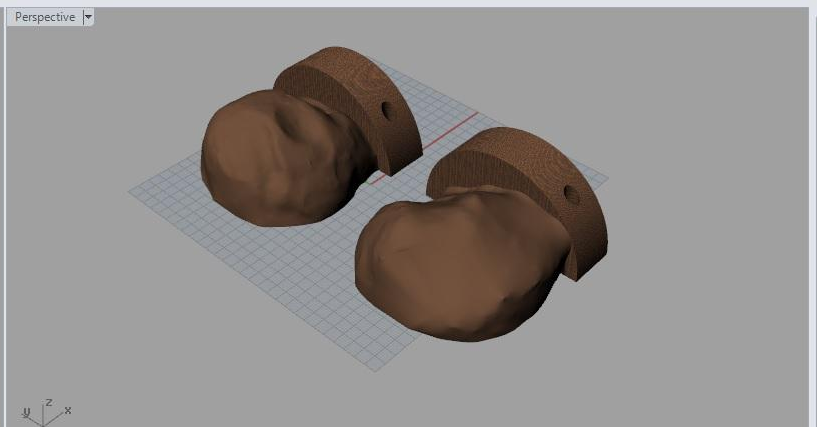
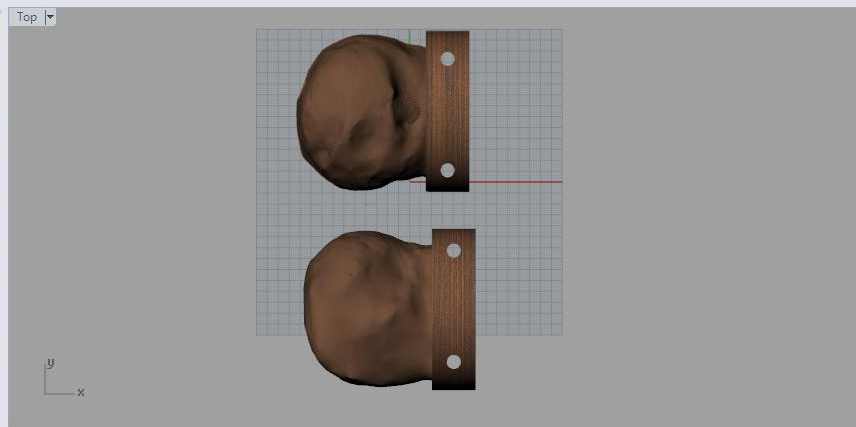


# Sculpture





1 mesh added to selection.  
Command: |



Viewport

Title	Right
Width	801
Height	386
Projection	Parallel

Camera

Lens Length	50.0
Rotation	0.0
X Location	261.692
Y Location	-11.129
Z Location	37.094
Location	Place...

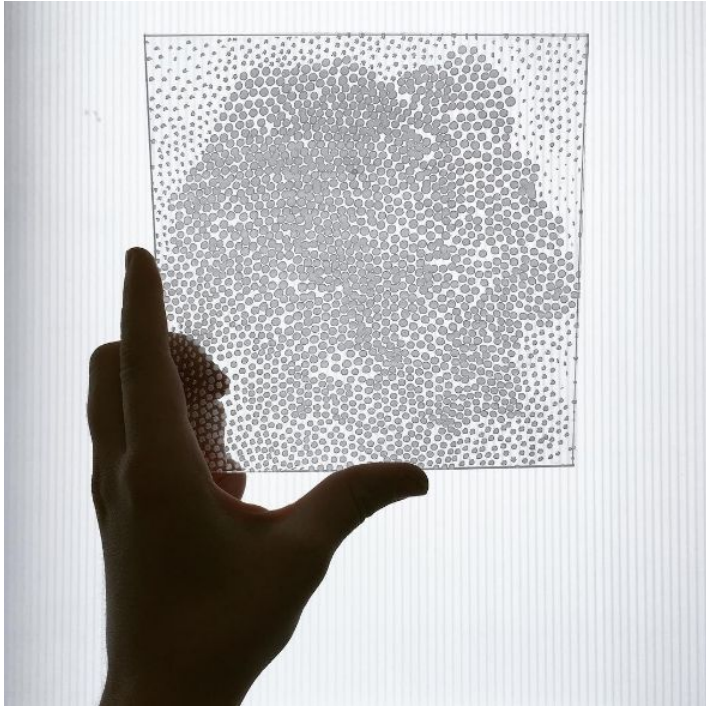
Target

X Target	-6.603
Y Target	-11.129
Z Target	37.094
Location	Place...

Wallpaper

Filename	(none)
Show	<input checked="" type="checkbox"/>
Gray	<input checked="" type="checkbox"/>

# Printmaking



Instagram: KatySloanArt



# Driver Seat in STEAM?

- Bring it into our classrooms
  - Bring ideas that exist in math and science within the context of art making
  - STEM to help create art, not Art to teach STEM
  
- Work with other educators
  - Co-author lessons that benefit both classes
  - Foster connections with students of different interests

Thank you!

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