CHILD ART’ OF THE Z GENERATION – A MULTIMEDIA MODEL OF VISUAL SKILLS DEVELOPMENT

Andrea Kárpáti
ELTE University, Faculty of Science
andreakarpatia.elte@gmail.com
http://edutech.elte.hu/karpati
Child art is shaped by...

1. General human traits
2. Cultural influences
3. Individual characteristics:
   - personality,
   - skills and abilities
   - talent
FROM DRAWING TO DESIGN: PARADIGM CHANGES IN CHILD ART
Models of child art development

**Linear:** Developmental stages
Art output measures intelligence
Read, Lowenfeld, Arnheim, Goodenough

**Spiral:** Structural-linguistic approach: basic signs combined
Previous stages revisited: store, overcome, recycle
Goodnow, Colomb, Freeman, Kellogg

**U shaped curve:** Child genius ⇒ school ⇒ decline ⇒ artist climbs back up the curve
Gardner, Winner / Haanstra et al.

**Art as a reflection of psychic states:**
Art therapy; diagnosis through drawing tasks
Klaeger, Koppitz, Langer
Multisensory model

Child art is multimodal: drawing accompanied by sound and gestures. (Kindler and Darras, 1997)

Adolescent art is multimodal (Karpati, 2004)

Children (6-10 years)
Symbolisation through form and colour

Adolescents (14-18 years):
Intermedia art — associations, metaphors in many genres and forms

"digital art education", „media arts education”

Polyaesthetic method of analysis

Hollywood News Agency
New models of visual skills development needed

- Developmental stages of psychomotor skills are shifting. *Younger and younger kids are able to do more and more*

- No drawing gap → change of medium or idiom

**Multimedia creation → multimodal development**

- Style dominates over genre

- Communication and expression evolve along different developmental trajectories → they require different assessment strategies and tools
Youth subcultures

Style and outlook

- Cyber
- Hipster
- Goth
- Thug
- Emo
- Preppy

Style and environment
Avatars: (re)creating the self

**Avatar s as self-portraits**
- Mask and persona
- Style and personality
- Changing interpretations of self result in different style / gender

**Understanding the new Youth Art means interpretation as well as evaluation**
Youth Art iconography: culture / religion / technology

Are teachers able to interpret (multi)cultural symbols?
MEDIA: TOOL OR INFLUENCE?
Stages of digital creation:
1. adaptation,
2. transformation,
3. production (creation),
4. sharing

WHAT DOES ORIGINALITY MEAN IN THE AGE OF DIGITAL IMAGING?

Make stuff! - www.flickr.com
Expressive photography

- Motivation: being part of the net
- „Private” visual culture directly represented
CAROLINE!!!!!

WHY I NEVER SEE YOU ON FACEBOOK!!!!!!
Memes are microorganisms of the media that cause changes like viruses.  
(Douglas Rushkoff: Media-virus! 1994)

„Memes are units for carrying cultural ideas, symbols or practices, which can be transmitted from one mind to another through writing, speech, gestures, rituals or other imitable phenomena.”  
(From Wikipedia – a meme for „wiki”)

Mimeme = to imitate
Bring from home clothes or other objects of personal importance!

Make photographs of each other in three different identities:

- **Who am I now?**
- **Who would I NOT want to become?**
- **Who would I like to become?**

Choose one photograph in each of the three categories and transform it (use Photoshop if necessary)!

Give reasons for the choice of the photographs and identities!
DIGITAL OR REAL – COMPLIMENTARY OF OPPOSING CONCEPTS?
“Digital child / youth art”: an emerging concept

You know you're old when you remember that, as a child, going to play with the computer meant drawing on paint...

AND IT WAS AWESOME!
Google 4 Doodle 2011
Traditional imaging
• **Technical drawing level** is affected by psychomotor skills, previous learning and medium
• **Motive choice** restricted by abilities („I can(not) DRAW an octopus!”)
• Creation is an **individual process** - copies are LESS valuable
• The role of **creativity** is unquestionable

Digital imaging
• **Technical drawing level** is affected by tools and not abilities
• **Motive choice** is not restricted by abilities - motives can be quoted, adapted, modified. („I can(not) FIND an octopus!”)
• Creation is a **collective process** - copies are EQUALLY valuable
• The role of **creativity** is questionable
Entries to a child art competition in Budapest, Hungary – paintings and drawings
Entries to a child art competition in Budapest, Hungary: digital works
Welcome to Psychogalaxy!

This website uses special, new scientific methods to help users understand themselves and their friendships and romantic relationships.

It is not the social networks, but rather the psychological structure of the community that Psychogalaxy aims to map out. At our site, users can retain full anonymity, so they can participate in an exciting psychological study in complete safety.

Psychogalaxy aims to help its users live happier lives in three ways:

- by developing psychological self-knowledge,
- by improving the quality of existing relationships and
- by creating new relationships that meet the real needs of users.

Psychogalaxy is based on theoretical research and the results of empirical studies. More detail and useful links are available on the Scientific Background page of Psychogalaxy.

More information about the system can be found on the Psychogalaxy Description page.
Digital drawing as a personality test:
Psychogalaxy, www.psychogalaxy.hu

Available tests:
- Drawing-in-Pairs
- Other questionnaires
- Love tests

Available tests (27%):
- Scribble Test: Completed
- Value System Test: Completed
- Colour Test: Completed
- The big five personality traits: Not completed
- Love questionnaire: Can be completed for more relationships
- Compatibility questionnaire: Not completed
- Scribbles and emotional similarity: Not finished yet
- The important things in my life: Not completed
- What am I like in relationships?: Not completed

A random image from our gallery
Draw something BEAUTIFUL / UGLY!
– representation of basic values, desires, fears –
Collaborative digital drawing

**Drawing-in-Pairs**

In the Drawing-in-Pairs Test you can draw a picture with a partner at the same time, in real time. You can choose one of your connections to draw with, but the system can also pick a random partner for you, or you can find a similar drawing partner on the Psychogalaxy star chart.

**Drawing with an acquaintance**

You have to choose a connection to do a relationship test. You have no connections in the system yet, so you need to create at least one before you can do a test. You can do so on this page.

**Drawing with a stranger**

Please click on the appropriate image to indicate whether you wish to draw with a man or a woman.

[Male][Female]

[Send invitation]
THE HUNGARIAN VISUAL CULTURE FRAMEWORK
Skills and abilities taught by „Visual Culture”

- Visual perception
- Observation
- Appreciation
- Evaluation

- Creation in 2D and 3D
- Manipulation
- Abstraction
- Symbolisation
- Modality change

- Spatial abilities
- Design and construction

EU-funded project on National Assessment of Competence Development, Szeged University, 2010
Student test sheets for art appreciation

Find stylistic similarities! Choose a sculpture to match the style of the painting!

Whose painting is Image No. 2?
Tasks

Changing styles

Visualisation of process: how to make scrambled eggs?
MAGIC OBJECT that helps the hero to overcome trouble

In times of economic crisis, Hungarian art education needs such an object badly...
Student test sheet

Teachers’ scoring sheet