Experimental Program: Art and Programming Workshop - Espacio Interdisciplinario - Universidad de la República Uruguay

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The Atelier of Art and Programming is a curricular space that contribute to generate a substrate for interdisciplinary work. Students of different disciplines (engineering, art, etc.) and levels (university under and postgraduate as well as high school students) are put in a situation of hands-on work that permits to explore the language associated to their backgrounds.
Inspired by Prof. Delacroix's methodology, the participants are invited to deconstruct old computers and then to build pieces of art (sculptures, pieces of video, etc.) and to document the process. The computer act as a metaphor here, a piece of technology that contains many different types of language: from text to programming, from mathematical to electronic design. Each participant brings its own specific “language” and the interaction aims to stress the value of those different views of the world.

Students, in mixed groups of future engineers and future artists and writers, should explore with their hands old computers (given by useless). They destroy them, reaching the level of electronic components, and then build an object that works.
An example made by the students: a small battery built with empty bottles and pieces of hard disk of a computer, all controlled by motors from the same hard disks in disuse. A computer program allows to command that instrument through the parallel port of a computer.
This exploration allows to understand some basic concepts of technology: elements of the morphology of its language as the use of specific words (in a programming language, in electronics or in chemistry). To this aim are explored e.g. the loops, both software and hardware, the communication through a port as through musical notes, or the written word, etc. All the process is documented by the participants.
Since 2006 workshops were conducted in public schools, at a high school, in a cultural center, in a public plaza in Montevideo, etc. In general the groups combined university students and schoolchildren, secondary students, teachers or young people aged 15 to 20 who do not study or work.
Programa experimental:
Taller de Arte y Programación

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