

Teaching Philosophy

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I believe that the experience of Art Making is one of passion, urgency and dedication. Artists have an incredible chance to develop, organize and to share their ideas with the world. I think that the student / artist and the teacher have a chance to be involved together in such a process and that this amazing experience must be taken very seriously.

Media Arts / New Media is an area of culture which is evolving at a quick pace. The students creating artworks using new technologies must learn the technical aspect while developing their ability for thinking creatively and critically. I want Students to decide the shape of their visions, the angle of their stories, not the manufacturer of specific software. There is a lot of theoretical and technical material involved in learning video. Therefore I believe that it is important to have a measured mixture of lectures / screening and demonstrations. Time should be set aside to experiment in a classroom context as to improve the problem-solving abilities of students and the development of editing and narrative strategies.

There are numerous ways of assimilating and processing information. Individuals have their own specific baggage of experience that defines the parameters of how they go about their creations. I maintain flexibility to adapt my teaching to the different and evolving situations. I see my role as a motivator and advisor.

I believe in the importance of contextualizing the art making experience through looking at works, reading, traveling and *being in the world*. I think that it is important for the students to investigate the historical and critical issues of media arts. I also believe in the importance of looking at the big picture: how do video artists survive and thrive in the early 21 century context, what are the festivals out there, where are the residencies, how does one apply, what does it involved to be a player in this bubbling society.