



Study Plan

School: Institute for Advanced Studies and Research

Degree: Doctorate

Course: Visual Arts (cód. 331)

Specialization Arts, Sciences and Technologies

1st Year - 1st Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9702D	Arts, Science and Technology	Visual Arts	6	Semester	168
VIS9703D	Aesthetics of the Visual Arts	Visual Arts	6	Semester	168
VIS9704D	Theory and Contemporary Thought	Visual Arts	6	Semester	168
VIS9705D	New Tendencies of Design	Visual Arts	3	Semester	84
VIS9706D	Research Methodology for the Arts	Visual Arts	3	Semester	84
VIS9707D	Seminar I	Visual Arts	2	Semester	56
Thesis					

1st Year - 2nd Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9708D	Current Socio-Cultural Contexts and Critical Discourse	Visual Arts	6	Semester	168
VIS9709D	Media Archeology	Visual Arts	3	Semester	84
VIS9710D	New Tendencies of Media Art	Visual Arts	3	Semester	84
VIS9711D	Seminar II	Visual Arts	4	Semester	112
Group of Options					
Component code	Name	Scientific Area Field	ECTS	Duration	Hours
FIL9714D	Essencial Questions on Contemporary Philosophy	Philosophy	5	Semester	130
HIS9176D	Incorporation and Documentation	Heritage and Museum Studies	5	Semester	130
INF7027D	Human-Machine Interfaces	Informatics	6	Semester	157
Group of Free Options					
Thesis					

2nd Year - 3rd Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9712D	Seminar III	Visual Arts	6	Semester	168
Group of Options					
Component code	Name	Scientific Area Field	ECTS	Duration	Hours
FIL9714D	Essencial Questions on Contemporary Philosophy	Philosophy	5	Semester	130
HIS9176D	Incorporation and Documentation	Heritage and Museum Studies	5	Semester	130
INF7027D	Human-Machine Interfaces	Informatics	6	Semester	157
Group of Free Options					
Thesis					



2nd Year - 4th Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9713D	Seminar IV	Visual Arts	6	Semester	168
Thesis					

3rd Year - 5th Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					

3rd Year - 6th Semester

Specialization Arts, Sciences and Technologies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					

Specialization Artistic Research, Media and Cultural Studies

1st Year - 1st Semester

Specialization Artistic Research, Media and Cultural Studies

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VIS9702D	Arts, Science and Technology	Visual Arts	6	Semester	168
VIS9703D	Aesthetics of the Visual Arts	Visual Arts	6	Semester	168
VIS9704D	Theory and Contemporary Thought	Visual Arts	6	Semester	168
VIS9705D	New Tendencies of Design	Visual Arts	3	Semester	84
VIS9706D	Research Methodology for the Arts	Visual Arts	3	Semester	84
VIS9707D	Seminar I	Visual Arts	2	Semester	56
Thesis					

1st Year - 2nd Semester

Specialization Artistic Research, Media and Cultural Studies

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Group of Free Options					

Thesis

2nd Year - 3rd Semester

Specialization Artistic Research, Media and Cultural Studies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9712D	Seminar III	Visual Arts	6	Semester	168



2nd Year - 3rd Semester

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2nd Year - 4th Semester

Specialization Artistic Research, Media and Cultural Studies

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3rd Year - 5th Semester

Specialization Artistic Research, Media and Cultural Studies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					

3rd Year - 6th Semester

Specialization Artistic Research, Media and Cultural Studies

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					

Specialization Metamedia and Design

1st Year - 1st Semester

Specialization Metamedia and Design

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
VIS9702D	Arts, Science and Technology	Visual Arts	6	Semester	168
VIS9703D	Aesthetics of the Visual Arts	Visual Arts	6	Semester	168
VIS9704D	Theory and Contemporary Thought	Visual Arts	6	Semester	168
VIS9705D	New Tendencies of Design	Visual Arts	3	Semester	84
VIS9706D	Research Methodology for the Arts	Visual Arts	3	Semester	84
VIS9707D	Seminar I	Visual Arts	2	Semester	56
Thesis					

1st Year - 2nd Semester

Specialization Metamedia and Design

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
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1st Year - 2nd Semester
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2nd Year - 4th Semester
Specialization Metamedia and Design

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3rd Year - 5th Semester
Specialization Metamedia and Design

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					

3rd Year - 6th Semester
Specialization Metamedia and Design

Component code	Name	Scientific Area Field	ECTS	Duration	Hours
Thesis					



Conditions for obtaining the Degree:

*** TRANSLATE ME: Para aprovação na componente curricular, curso de doutoramento com 60 ECTS, é necessário a aprovação (através de avaliação ou creditação) das seguintes unidades curriculares: { \ }newline

{ \ }newline

1º Semestre: { \ }newline

6 UC obrigatórias num total de 26 ECTS { \ }newline

{ \ }newline

2º Semestre: { \ }newline

4 UC obrigatórias num total de 16 ects

UC optativa do quadro de uc optativas disponíveis no plano de estudos, num total de 6 ECTS, podendo estes 6 ECTS realizarem-se no 2º ou 3º semestre

3º Semestre: { \ }newline

1 UC obrigatória num total de 6 ECTS

UC optativa do quadro de uc optativas disponíveis no plano de estudos, num total de 6 ECTS, podendo estes 6 ECTS realiza-la no 2º ou 3º semestre { \ }newline

{ \ }newline

4º Semestre: { \ }newline

1 UC obrigatória num total de 6 ECTS

{ \ }newline

Para obtenção do grau necessita de obter também aprovação nas provas públicas de defesa da Tese, decorrendo a investigação (tese) desde o 1º semestre ao 6º semestre, com um total de 120 ECTS.

A componente curricular (curso de doutoramento) é comum a todos os estudantes, independentemente da variante/especialização escolhida, a elaboração da tese deverá ser adequada à natureza da variante selecionada pelo estudante, podendo ser:

- Artes, Ciências e Tecnologias
- Investigação Artística, media e estudos culturais
- Metamedia e design ***

Program Contents

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Arts, Science and Technology (VIS9702D)

Media art, as one of the contemporary art forms that uses electronic, digital or telecommunication technology, brings conceptual changes to the domain of aesthetic reflection. Its intricate network of interdisciplinary connections calls for a study of phenomena and theories leading art, science and technology to a syntopy. The objectives of this course are to offer an analysis of both the background and the new aesthetic paradigms and a survey of the new tendencies of artistic research in art, sciences and technology, with a main focus on one of the most characteristic phenomena of media art, interactive art.

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Aesthetics of the Visual Arts (VIS9703D)

1. Introduction to contemporary aesthetic theories
2. Aesthetic paradigms of media art
3. Aesthetics and interactive systems: Endo-aesthetics



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Theory and Contemporary Thought (VIS9704D)

1) What is contemporary?

Time and looking at. The historical and the contemporaneous.

2) Art from a contemporary looking: 3 points of view

Esthetic perspective: appreciation, value, price. Sociological perspective: Adorno and the «industrial culture». Onto-phenomenological perspective: what comes to appear in art.

3) Martin Heidegger and the phenomenology of Art (5 ways)

The self putting in work of truth: Van Gogh's «The peasant' Shoes» and Meyer's «Roman Fountain». The epiphany of the bond of being and his there-being in the world: Raffael's «The Madonna Sixtina». «Death of the great Art»? - From Paestum's Temple to Klee's «Portal». The embodiment of the truth of Being in its work of instituting places. Chillida as an example. The relentless way from Greek Techne to the technological constellation of world

4) Benjamin and the «Angel of History»: time's dialectics

From Hegel to Benjamin: the loss of the «aura» in nowadays Art. Klee's «Angelus Novus»: remembrance and premonition.

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New Tendencies of Design (VIS9705D)

1. Definition of concepts «Phenomenon» and «Trend» applied to Design.

2. Brief presentation of the main events and trends in the design Culture History in the Twentieth Century.

3. Trends in Design for the XXI Century.

3.1. Seven phenomena - Seven trends

4. Emerging culture in Design:

4.1. Design and Art: new paradigms.

4.2. Design and network society.

4.2. Design and multiculturalism.

4.3. Design and innovation.

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Research Methodology for the Arts (VIS9706D)

The syllabus of the course are geared to the development of research skills in the area of Arts, focusing on the preparation of pre-proposals thesis of students:

part 1

1. Types of research and / or project

2. development of the thesis Steps

3. General outline of the thesis

4. thesis writing Standards

5. Structure of the thesis

6. Scheduling and monitoring the development of the thesis project

7. Ethical aspects

part 2

1. Preparation and development of the thesis project

2. Issues of style

3. Viability projects

4. Technical oral presentation and preparation of visual material support

5. Presentations of advanced and final projects.



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Seminar I (VIS9707D)

Block 1.

- a. Discussion of text by Thierry de Duve on Art Education (When Form Has Become Attitude and Beyond).
- b. Presentation of the concept of Aura in Walter Benjamin (The Art in the Age of Mechanical Reproducibility).
- c. Choosing a PhD theme in Visual Arts.

Block 2.

Change and Planetary Transition.

Transformative Factors in Artistic creation and Perception in the XXI century

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Current Socio-Cultural Contexts and Critical Discourse (VIS9708D)

1. The omnipresence of technics in contemporary culture
 - a. Technic as background of culture in industrial society
 - b. From technic as a «life tactic» (Spengler) to technic as ideology (Habermas): the course of instrumental reason
 - c. A technological shaping of the world (Heidegger) and the «total mobilization» (Jünger) in late modernity: Gestell e Gestalt.
 - d. Technical reproducibility and the «cold aura» (Benjamin, Brea): art in the «liquid» society (Bauman)
2. Body, identity and gender critics.
 - a. The concepts of gender studies, women's studies and feminism.
 - b. Body and technologies in contemporary art.
3. Globalization and multiculturalism in contemporary art.
 - a. Characterization and tension between local, global, networks and borders.
 - b. Art as an intercultural dialogue.
 - c. Cultural diversity and / or art as standard commodity?

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Media Archeology (VIS9709D)

1. The concepts of archeology and archive. Terminological, contextual and applied settings.
2. Breaks [versus] or [+] continuities based on examples of the Middle Ages and the seventeenth century and the bridge with the present
3. Between remake and appropriation: contemporary strategies of memory use in the art.

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New Tendencies of Media Art (VIS9710D)

1. Between the end and the beginning of new phases: the end of art history in the post-historic era; the end of the style in the era of hybridization; the end of objectual aesthetic in the era of the immaterial
2. The paradigm changes
 - 2.1. Decentralization, deterritorialization, displacement: the new transnational structures, art and culture
 - 2.2. Local, global, glocal: the art and globalization
 - 2.3. The media art and the global strategy
3. From the art to the system: the art after art.



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Seminar II (VIS9711D)

1. Seminars on the part of teachers to demonstrate what are the own research projects and how can they be introduced to others.
2. Discussion with students leading to presentations of what will be their projects, in order to train them for project work and successful defense.

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Essencial Questions on Contemporary Philosophy (FIL9714D)

- The classic and the contemporary
- Existence and temporality
- Cognition and Interpretation
- The question of Humanism
- New ways of ethics: the ethics of justice and the ethics of care

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Incorporation and Documentation (HIS9176D)

Status , management and accessibility of museum collections•

Legal framework , international standards and ethical principles • Incorporating policies •

Registration of information and classification of museum objects . Museologic, documental and bibliographical resources.

Merger, temporary entries , movements and de-commissioning, inventory and cataloging.

The collections documentation systems .

Migration of metadata to digital format and standardization.



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Human-Machine Interfaces (INF7027D)

Human-Computer Interaction (HCI): significance and applications

- Human and technological factors that condition the use of any computer system.
- Ergonomics.
- Ergonomics and HCI.
- Models of interactions. ·

Affordances.

- Mappings.
- Restrictions.
- Connection between types of knowledge.
- Conceptual model.
- User-centred design.
- Paradigms and principles of the usability.
- Life cycle of software.
- Validation and verification.
- Cycle of life of interactive systems.
- Rules of design
- Iterative design and prototypes.
- Design Rationale.
- Engineering of the usability.
- Cycle of life of the engineering of the usability.
- Usability Inspection Methods.
- Usability Testing.
- Icon Design.
- Interfaces of Augmented Reality
- Interfaces of Virtual Reality
- Small interfaces for monitors

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Seminar III (VIS9712D)

1. Presentation of thesis proposals (project) by the students. Proposals must contain as a minimum the following information: project title; introduction; general purpose; central issue to be addressed; hypotheses or conductive line of research; theoretical and / or practical contemplated axes; bibliography and consulting.
2. Brainstorm and overall evaluation.
3. Clarification of doubts.
4. Conclusions.

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Seminar IV (VIS9713D)

1. Seminars by teachers to demonstrate what are their own research projects and how to present them publicly.
2. Presentation by the students of what are their projects, training for the realization and successful defense of thesis .
3. Biomimicry and innovation. Promoting the knowledge of students in terms of concepts and methodological phenomena of biotechnical and biomimicry project, focusing on the proposal of Biomimicry . It is the aim of the seminar provide the students with theoretical references to the level of innovation potential inherent in the study, interpretation and exploitation of structural examples , functional and biomorphic nature applied to the development of new design models. Transformers factors for the Creation and Artistic Perception in the 21st Century.