HETL International Convention Orlando, Florida

NYIT GLOBAL PROGRAM AMMAN JORDAN

Interactive Presentation

Successful Bridge between Classic and Pedagogical Visualization Research, Experiencing Different Approaches and Strategies Through Art, Multimedia Process, Technology, Science, and beyond for Educators in Studio Art.

Dr. Pierre Pepin (PhD) Transdisciplinary Professor in Media Art / Technology
NYIT New York Institute of Technology Global Program, Amman Jordan.

- Preliminary Research Process for all the activities…
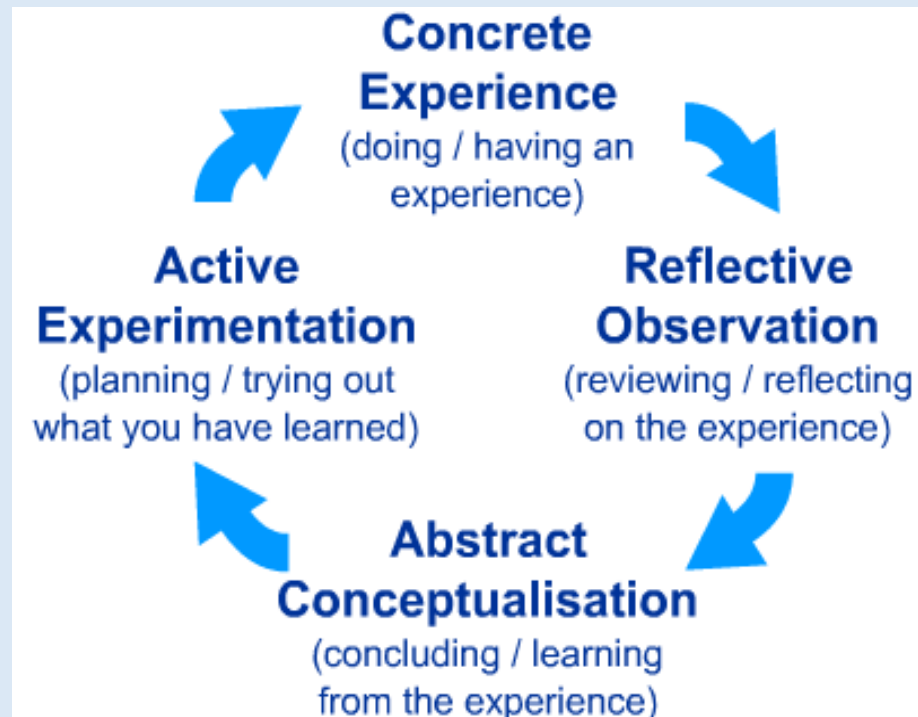
ORIENTATIONS/ INSPIRATIONS

The two major orientations of the suggested research method that I proposed for educators / students.

David A. Kolb's converging style propose is experimential learning approach suggests that teachers handle problem resolution from a variety of angles…

Using the *Pedagogical Visualisation* (Marton, 1992).

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The Essential Components of Experience-Based Learning

Experiential learning is a well-known model in education. Kolb's Experiential Learning Theory (Kolb, 1984) defines experiential learning as "the process whereby knowledge is created through the transformation of experience. Knowledge results from the combination of grasping and transforming experience."

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- Students should be recognized for prior learning they bring into the process.
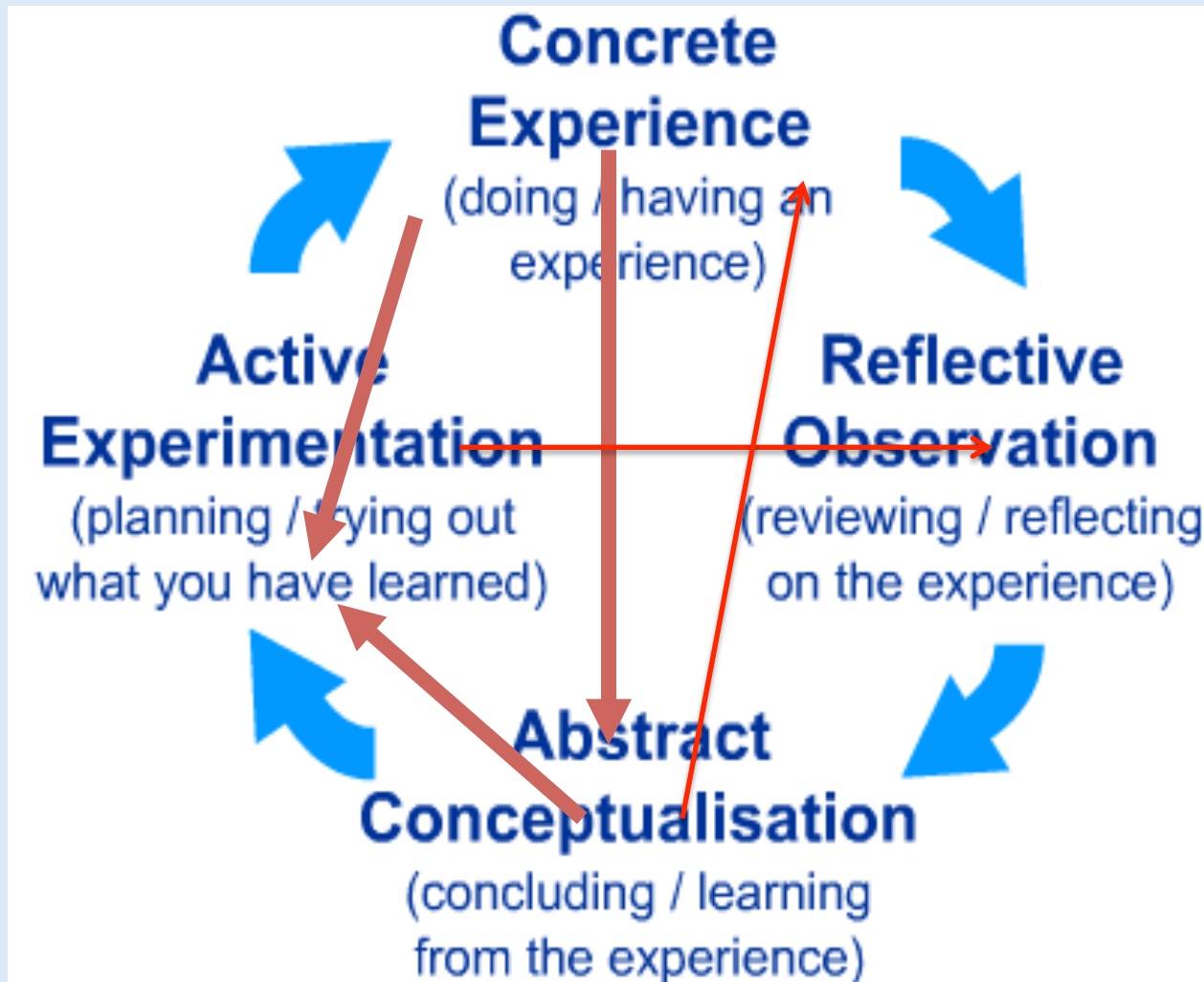
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Use of the ***Pedagogical Visualisation*** (Marton, 1992) based on known scientific fundamentals in communications and semiology adds to the process an even more dynamic aspect of structuring *multimedia message* using senses: vision, hearing, smell, touch a function that encourages students touch a crescendo of media.

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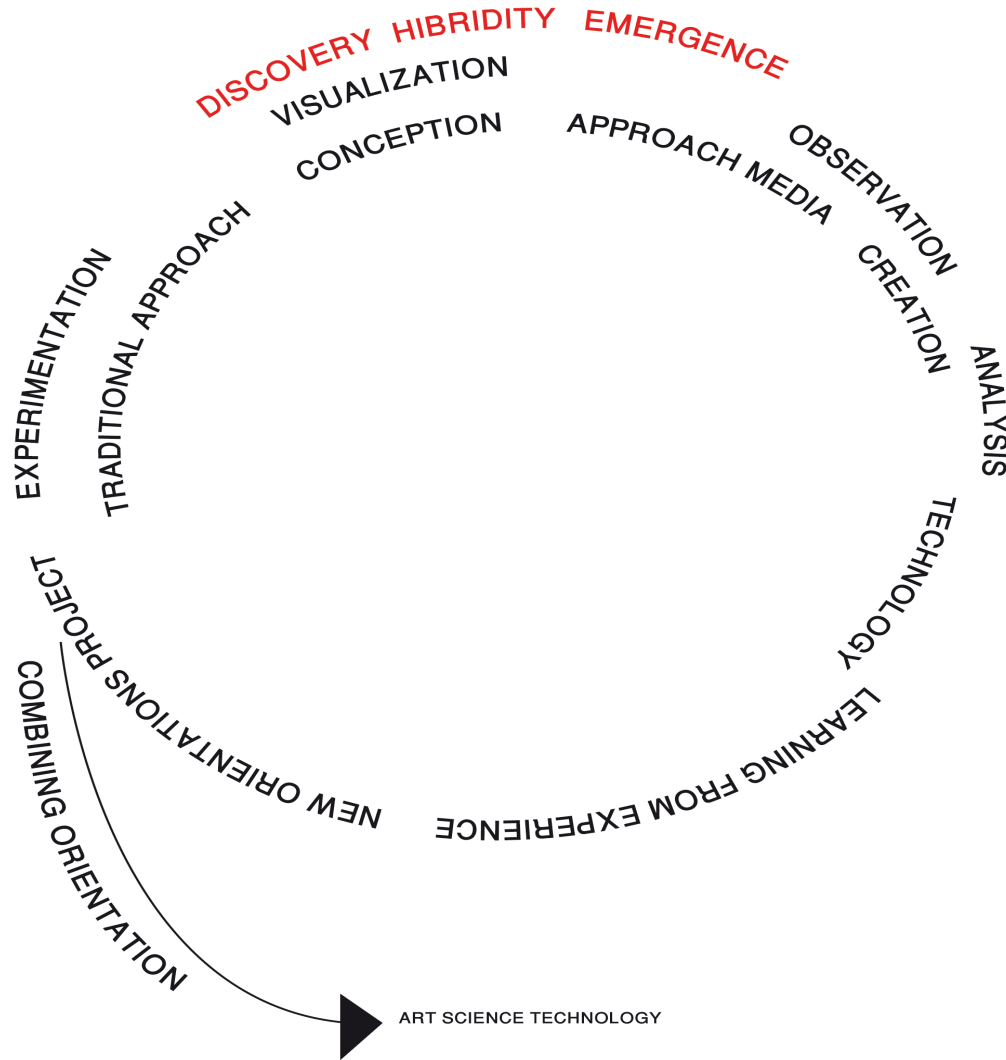
It therefore incorporates a transfer from the classical approach to the technological approach, clarifying all the object's parameters that facilitate beginning research. The strategic orientation of the research is based on *discovery* as a starting point for beginning a process of research and analysis by mixing art, technology, and science through multimedia process.

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Interactive Multimedia Process

DISCOVERY HIBRIDITY EMERGENCE
VISUALIZATION
CONCEPTION
APPROACH MEDIA
OBSERVATION
CREATION
ANALYSIS
TRADITIONAL APPROACH
EXPERIMENTATION
TECHNOLOGY
LEARNING FROM EXPERIENCE
NEW ORIENTATIONS PROJECT
COMBINING ORIENTATION
ART SCIENCE TECHNOLOGY

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ART SCIENCE TECHNOLOGY
Interactive Book for Educators

Classic and Electronic
Vizualization Through Art.

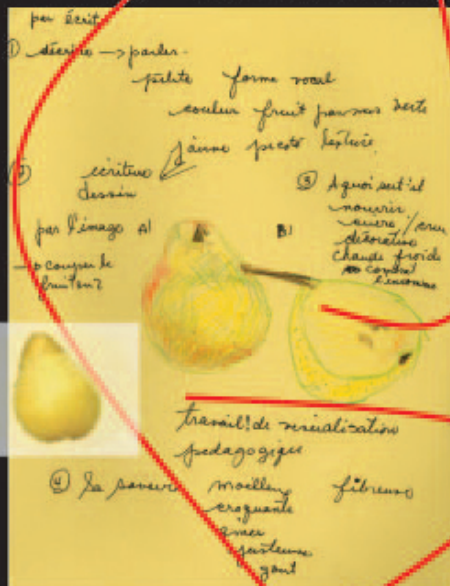Linear and Non Linear Process

OBJECT ANALYSIS

ICONIC APPROACH

Analysis of Color, Texture, Anatomy
Exterior and Interior of the Object

Structure

Health

Color

Interior

Exterior

Learning Through Problem Solving

Using all senses

OBSERVATION

VISUALIZATION

WRITING ANALYSIS

DRAWING ANALYSIS

USING MEDIA

USING TECHNOLOGY

The Decorative Aspect, Edible, Properties Nutrient
Vitamins, Antioxidant, Raw / Cooked, Hot / Cold…

Traditional Approach Through Technology
using Internet, Video, Interactive Animated
Software, 2D/3D , Vertual Reality, Photography,
Performance, Augmented Reality, etc...

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STUDENT PROJECT ONLINE PRESENTATION

NEW YORK INSTITUTE OF TECHNOLOGY PRESENTATION 2012

Presentation on site…

CONCLUSION

Adapting to the demands of information technology also presents an important opportunity for the liberal arts.

In one hand Training within the liberal arts promotes competencies demanded by the high-tech world: critical thinking, careful reading and clear writing, effective communication and problem-solving.

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On the other hand information technology enables teachers to extend their interactions with students beyond the bounds of the traditional classroom, while it gives students new tools to pursue timeless questions.

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The Technology Across the Curriculum Program represents a programmatic effort by the College of Arts and Sciences to make the most of these two mutually reinforcing tendencies.

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Thank you!!
Dr Pierre Pepin(PhD)