VALORIZATION SYSTEMS FOR VISUAL ART HIGHER EDUCATION

PhD thesis summary

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It is vital for an engineer's work to be connected to the needs of future users of the product of his work. Therefore, the engineers apply the principles of directing their attention to the priorities of a group, and of each individual in this group.

Information technology and communications includes all means, techniques and procedures that have developed around the electronic computer. This technology refers to the procedures for reception, processing and transmission of information, including ways of organization, supervision and execution of activities within a field of activity and also communicating with the external environment (the economic, social and cultural aspects outside the activity field).

Current development of intelligent technologies and applications has raised the interest of using them beside industrial applications in areas considered to be totally subjective such as art and culture. In the visual arts area, the main interest is in finding a way of communication/interface between art and science/technology. The main question is: which would be the most useful method of dividing the responsibilities between the intelligent IT systems and the human beneficiary (user)? The answer to this question involves effort from IT field because the conventional reasoning methods uses in exact sciences can't generate a suitable interface for understanding the reasoning mechanisms specific to artistic field. It is necessary the

development of a new form of reasoning, which could be name "conscious science" or "perception science" with an interdisciplinary character between the conventional science and art/subjectivity.

Knowledge gathered within an academic community valorizes the art work. My work is to present the way that knowledge in the field of information technology and communications can valorize the knowledge within an academic community from the field of visual arts..

The main objective of this thesis is to define the structure, consolidate and custom opportunities in the information technology and communications shall make them available to the academic environment in the field of visual arts.
THE THESIS CONTAINS:

- a creative exploration of the concepts in the field of information technology and communications for modeling information relevant to the field of visual arts

- part of my own conceptual proposal of solutions for information modeling needed in elaboration of projects in the field of visual arts, a means of exploiting the potential of research and artistic creation

- the practice of my own contribution - presentation of projects undertaken in the period 2004-2011 at the University of Art and Design in Cluj-Napoca, the way in which the proposed concepts have been applied.

IMPORTANT INDICATION:
My work does not concern any technological intervention in the act of creation or in the final image.

The work has been built so that it can be presented as a PhD thesis in the field of Visual Arts and it contains a summary of the material gathered during the research, carried out in such a way as to focus on the following aspects: to say something that no one ever said, to do an empirical work that was never done before, to make a synthesis of things which have not been put together so far, to give a new interpretation of the materials and ideas of others, to do something in my country,

something that has been made elsewhere, to choose a technique and its application to a different domain, to position my research in interdisciplinary areas and to use different methodologies, to search for topics on which those in the same specialty did not broached before, to ensure an added value to the experience and knowledge in a way that has not been done before, to test existing knowledge in a personalized way, to make a good exposure to the ideas of others and to assure getting techniques, original observations or result in a competent way.

I strongly believe that the present work does not cover all the solutions and that is just a starting point for future research directions, but I can affirm surely that my future approaches to solve problems will consist of the same method of extending the models of problem solving, which are used in information technology, making analogies between them and the processes in the field of my present occupation: teaching digital image processing and coordination of mobility projects or projects for research and artistic creation.