

Expanding from the small screen arts practice for affective digital presence

Miranda Matthews
Centre for Arts and
Learning, Goldsmiths
University of London



Affective Digital Presence: What is it? Why is it significant?

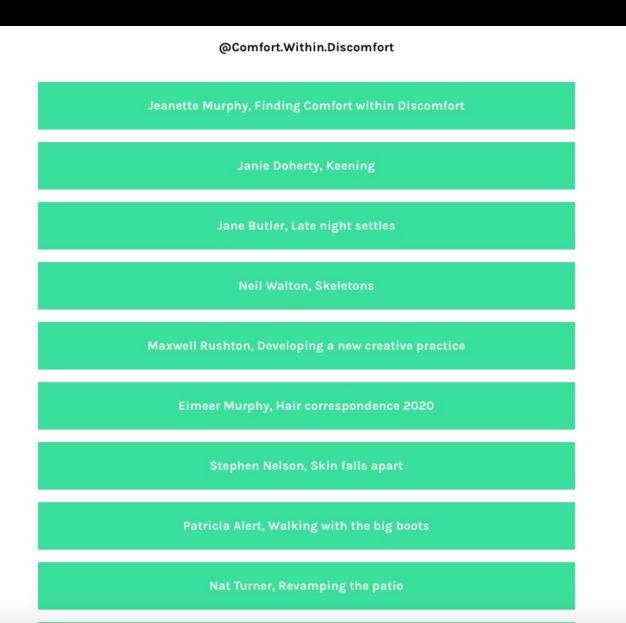
Since March 2020 there has been an upsurge in digital and online interfaces in the arts and learning. There are now many ways of connecting with others across digital platforms, in adaptive forms of technology. However this technology is not available to all (Mihelj, Leguina, Downey 2019). Some do not have even a phone with a small screen.

This research observes ways of expressing emotive release, expanding embodiment from the small screen, and making connections with others that can be adaptive to their different cultural, localised situations. The research seeks to further transferable, affective creative processes.

The Centre for Arts and Learning is working with practice research of the the emotive and sensory, and the more exploratory forms of arts practice that can be encouraged through the 'affective turn' (Clough and O'Malley 2007) in the digital.

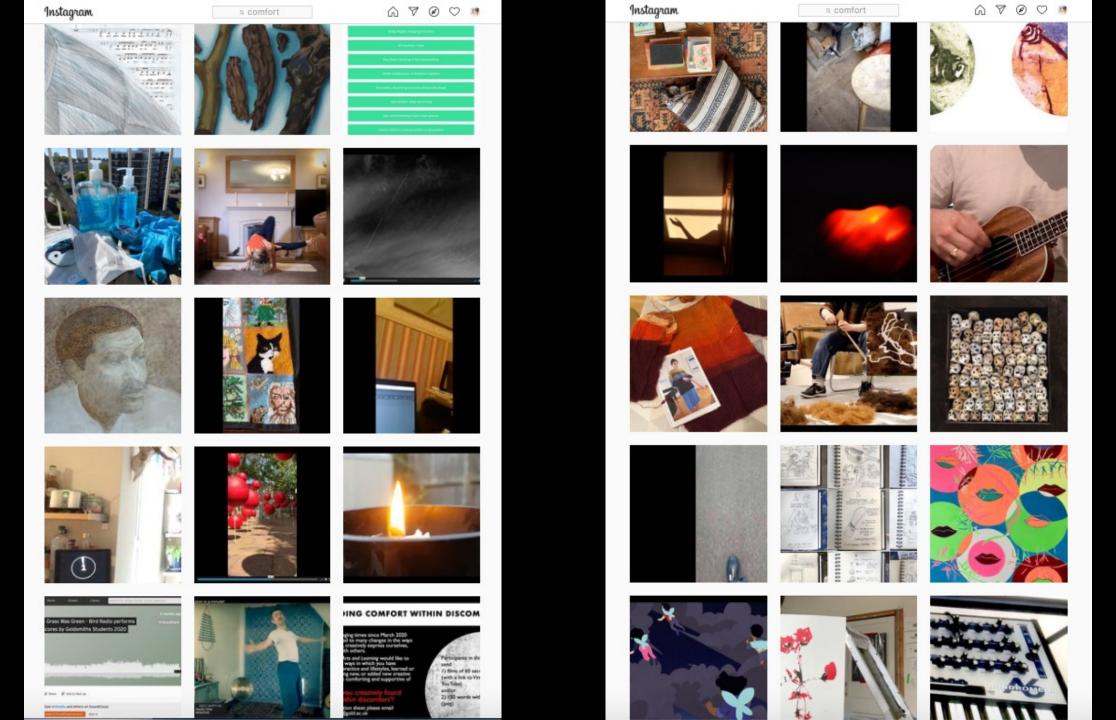


Affective digital presence: Comfort within Discomfort



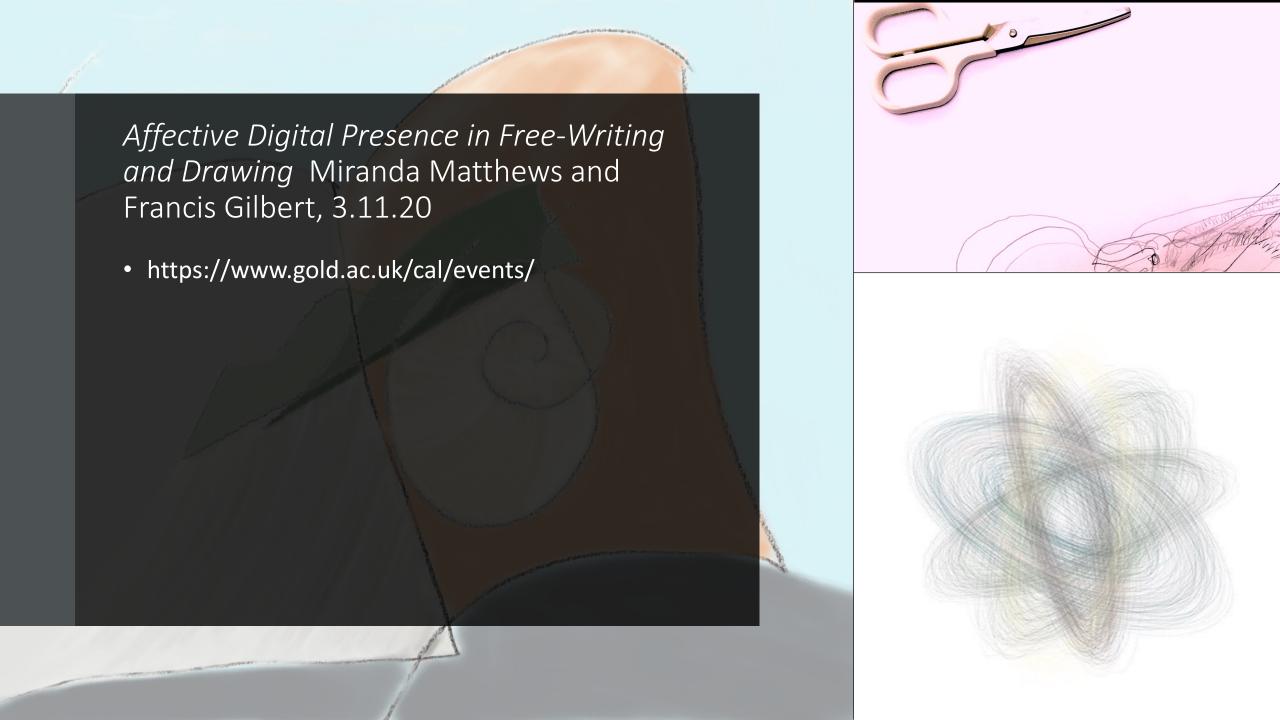


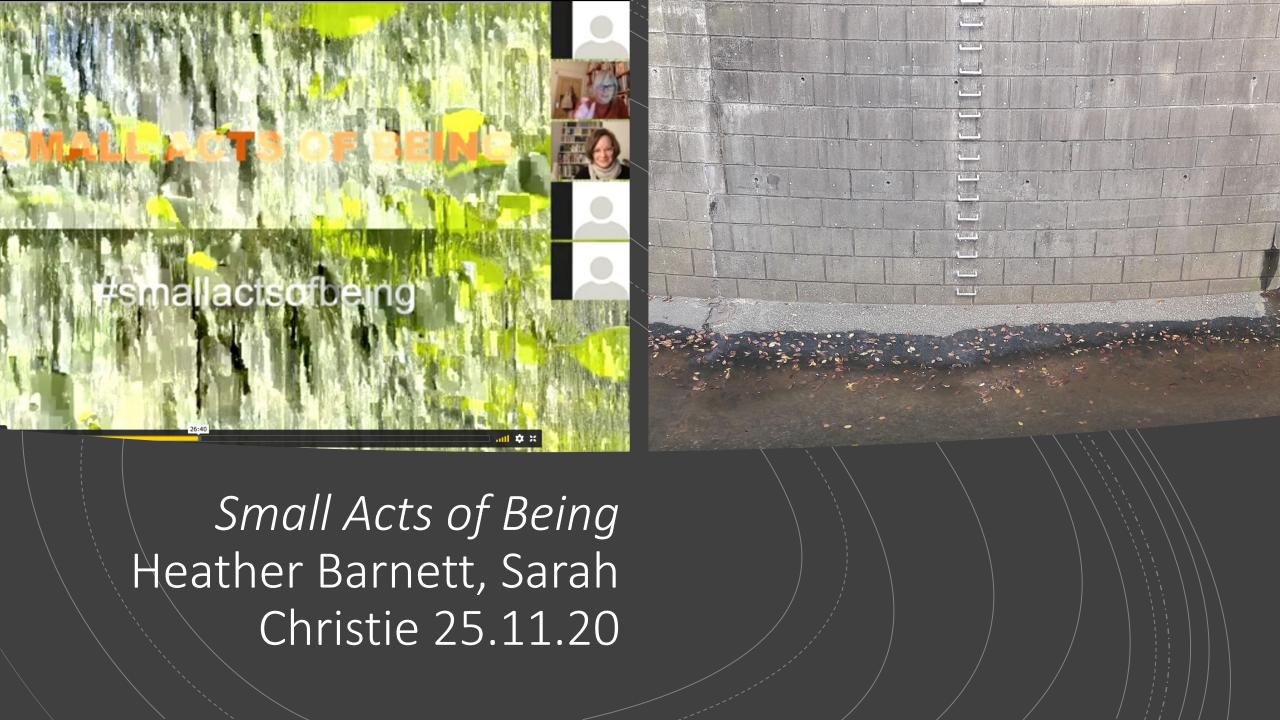
https://linktr.ee/Comfort.Within.Discomfort



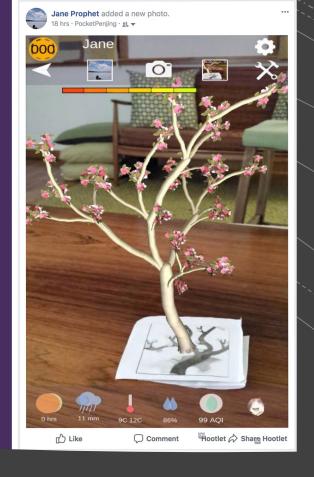
Experiences of the Small Screen in Lockdown

Challenges?	Positivity and Action
Engagement in participation	Accessibility – international and for disabilities
Altered scale of experiences of others and artwork	Exploration of lateral critical pedagogies
Constant revisiting of familiar locations	Defamiliarising domestic spaces through arts practice
Lack of travel to new places and movement	Including rest, tasks away, different modes of participation
Digital poverty	Spur to make technology equally accessible - understanding the needs of students
Maintaining collegiate interaction	Use of multiple online platforms for connection
Keeping physical spaces and jobs	Publicity of protest movements and activism
Effects on wellbeing	Efforts to keep physically active and practice mindfulness, building empathy for others
Mishaps with evolving technology	Increasing understanding of capacity
Performativity and perfection	Enabling spaces for self-expression and play







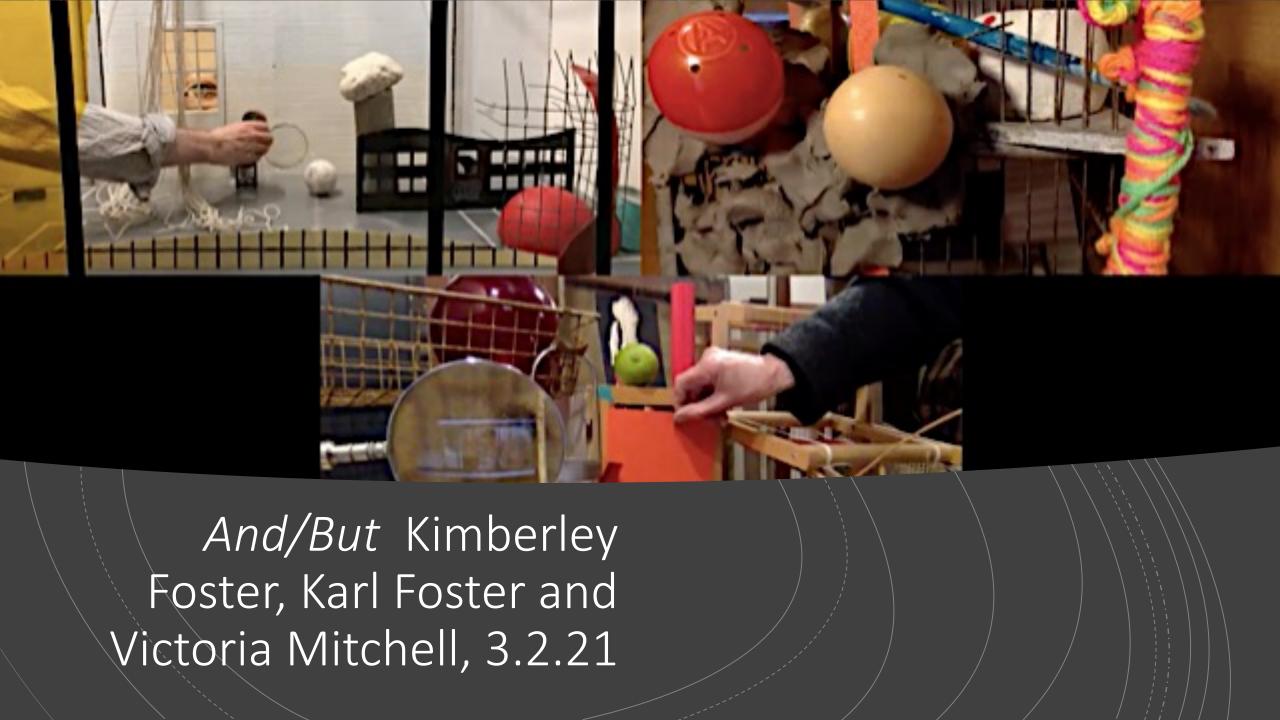




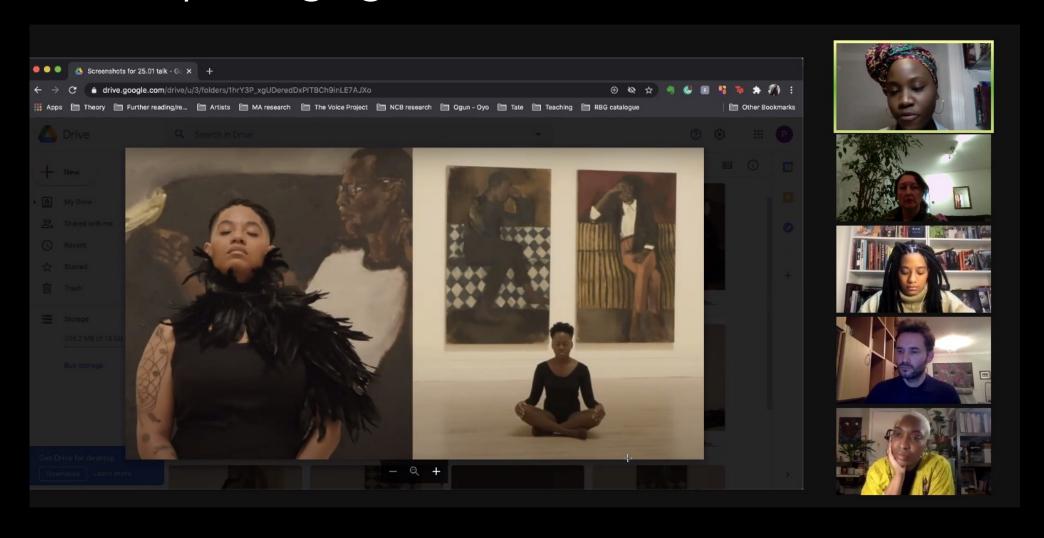


Co-designing Augmented Reality
Apps with Community Participants
Jane Prophet 9.12.20

- https://www.p\pcket\penj\\ng.com
- Vimeo demo
- https://vimeo.dom/266749748



Tate and MA Arts and Learning: Digital critical pedagogies, communities, histories



Expanding from the small screen

Assemblages

Breathing space

Collaboration

Care/ empathy

Embodiment/ body in space

Intersectionality

Play

Rest

Sensory connection