

futile attempt at definition

wrench away from canonical history of art + parroting hearsay

~~What is it? Who gets to call it Art?! Who owns it? Where is it stored?
Is it precious? Who made it? When and where was it made?
Who got it from whom? How big is it? Who catalogued it when?
What style is that? When did a period stop? Who were the geniuses?~~

science defines homo sapiens
constantly displaces worldview

engage in cultural-sociologic / art-anthropologic reasoning
decentralised humanity interrested in general systems / structure
promote appreciation + respect for life experiences of others
any changes in form + meaning are connected to mind + heart
visual art not about making pictures but **emotional** connections
goal: reach beyond rigid chronology + prompt **contextual** questions

designers
archeol. / museum statistics
psychol. principles of design

MORPHOLOGY

How does the object **express** basic human ideas / feelings visually?
Was this object unique or typical for a culture at this time?
How did it differentiate from objects produced at an earlier time?

producers
process tech. / material science
skill required / aquired / conveyed
ecologic social political economic

MATERIALISM

What can we learn about this culture from the art it **produced**?
Why was this object made with this **material** or **technique**?
What **knowledge** + skill was necessary to create this object?
What **environmental** factors affected its creation?

users
intuition + empathy
interpretation of iconography
meaning + sense in iconology
historical criticism

PRAGMATISM

How was this object **used**?
What was the **function** of this object w/n the culture that created it?
What can we infer from the art's **content** or imagery?
What did this object **symbolise** to the culture that created it?
What **collective values, customs, or beliefs** influenced its production?

investigate artists as designers, producers and users of:

theories of usage, means of production + methods of design