

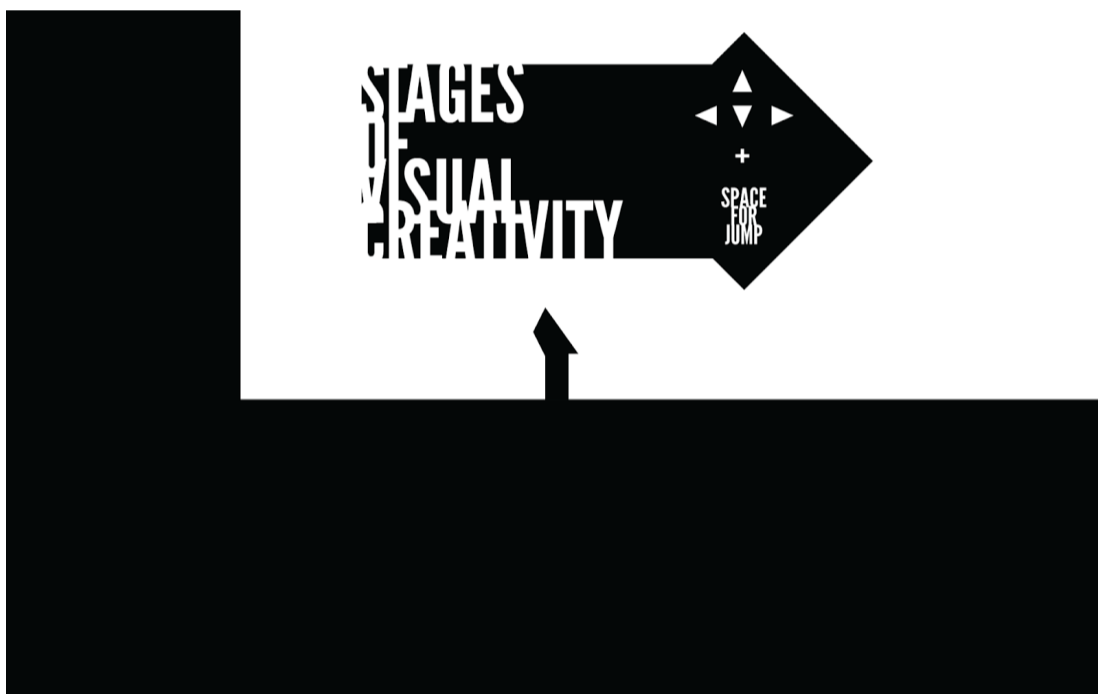
Digital 2023

LCB Depot's exhibition & events programme highlights work from different creative practices every month. In January 2023 the focus is on Digital creativity from XR to game design and Artificial Intelligence.

The exhibition is across the site and online from **16th– 27th January 2023, Mon to Fri, 9am - 5pm** From Jan 30th – Feb 3rd there is a special exhibition 'Runtime' showing the work made in the seasons Live Coding Bootcamp

To find out more visit <http://lcbdepot.co.uk/event/digital2023>

#digital @lcbdepot



Stages of Visual Creativity

GURKAN MARUF MIHCI

Online Game - Computer and Keyboard.

Stages of Visual Creativity is an educational game for Art and Design students.

During the Faculty Crossing Residency at IUPUI, I designed and developed a one-level online game for my students about creativity. This game is designed for demonstrating visual creativity strategies

My aim is to introduce some creative techniques to the students. This is just an introductory game and techniques for teaching creativity. I first focus on the semiotics and how we can read the visuals/images around us, and I target basic strategies for manipulating images to create unique art/design works. I

emphasize Saussure's and Barthes's ideas on sign systems and denotative and connotative meanings of the images. I know these concepts are structural ideas and Derrida and other philosophers deconstructed these concepts to create play deconstructionism but I believe that teaching these concepts is important before giving the details about the evolution of the image and language analyses. Denotative and connotative meanings of an image.

It begins with the Bending, Blending, and Breaking which I believe these techniques can be helpful for not only learning the forms, and properties of the images but also showing how artists' and designers' ideas evolve during the artistic and design process.

Second, I focus on the SCAMPER technique (redirected from Substitute, Combine, Adapt, Modify, Put to Another Use, Eliminate, and Reverse).

NFS.

Artist Bio

Gurkan Maruf Mihci is an Assistant Professor at IUPUI Herron School of Art and Design and a Project-Based Learning Lab Faculty Fellow at Engage Learning Institute at IUPUI. He has his Ph.D. at the Istanbul Institute of Design (Ozyegin University) in Design, Technology, and Society. He has his Bachelor of Fine Arts Degree in Graphic Design (Bilkent University) and a Master of Arts in Visual Arts and Visual Communication Design (Sabanci University) with a concentration in Audio Visual Noise and Glitch. After he graduated, he taught communication design and foundation of art classes at Kadir Has University and Izmir University of Economics for nine years. He also has a Central European University Graduate Certificate in Culture and Politics and Maker Teacher Certificate in Robotics and 3D Printing.

He has IUPUI EMPOWER and IAHI Fellowship (diversity) funding. The Herron School of Art and Design Frank C. Springer Family Innovative Faculty Research Award awarded his recent research.

He presented his research at conferences. Most recent; I World Cinema International, WOCICO, Madrid, Spain Design History Society 2021 Memory Full? Basel, Switzerland, Association of Adaptation Studies Conference, Edinburgh, UK, Cultural Literacy Everywhere 2021: Playfulness, London, UK, Media in America, America in Media, Poland Fifteenth International

Conference on Design Principles & Practices, Monterrey, Mexico, “A Celebration of Superheroes” DePaul Pop Culture Conference, USA, and *B-FILM PGR SYMPOSIUM* - University of Birmingham, UK.

He is a board member of the World Listening Project and a member of the World Forum for Acoustic Ecology, Cultural Literacy Everywhere, Adaptation Studies, and AIGA. He exhibited his collective and individual audiovisual art and media work in festivals and exhibitions such as; CUVO Festival, Madrid, Spain, Gallery 263; Boston, USA, Distopya Sound Art Festival; Istanbul, Turkey, Radio Zero Festival; Porto, Portugal, Monsters International; Montreal, Canada, Animatu Digital Animation Festival; Portugal, Conde Duque; Madrid, Spain, Mestre Film Fest; Venice, Italy, FILE – Electronic Language Festival; Sao Paulo, Brazil, 0090; Antwerp-Mechelen, Belgium, Greenpeace Artist onBoard Residency Program; Turkey, AkSanat Contemporary Artist Competition; Turkey, 10th Istanbul Biennale; Istanbul, Turkey, Apartment Project; Berlin, Germany, Istanbul International Experimental Film Festival.

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