

CORE: ARTS, DESIGN AND TECHNOLOGY (CADT-UH)

CADT-UH 1001 Manus et Machina (4 Credits)

Typically offered Spring

This course explores how technology and machines have influenced human life across the ages. It further explores how technology has influenced the fields of arts and design and investigates this inspirational source for new technological developments. Lecture and discussion will be the breeding ground for concept development of new machines: Every student will realize a prototype of a machine executing a certain task. This hands-on project will be complemented by case studies, reading assignments, workshops, excursions, and one-on-one meetings with the professor. The course builds knowledge about futuristic developments and their use and influence from past to present, including questions concerning ethics and values. Students will leave the course with a completed project to be displayed in an exhibition and a personal philosophy of Arts, Design, and Technology.

Grading: Ugrd Abu Dhabi Graded

Repeatable for additional credit: No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Design Minor Design Thinking Electives
- Bulletin Categories: Heritage Studies: Mgt Research Methods Electives
- Bulletin Categories: Interactive Media:Media Design Thinking Elective
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design
- Crosslisted with: Heritage Studies
- Crosslisted with: Interactive Media Minor: Required
- Crosslisted with: Interactive Media

CADT-UH 1005 Creativity and Innovation (4 Credits)

Typically offered Fall and Spring

Is creativity a gift or a skill? Can creativity be learned? Because creativity is deeply personal, this course will address these questions through individual and collective experiences. The heart of this course is the Personal Creativity Project - an opportunity for students to practice creativity by designing and executing a project of their choice. The project may be on any topic, from art and music to computer programs and business model development. The project will be complemented by reading assignments (completed prior to class), class discussions, and one-on-one meetings with the instructor. Students will leave the course with a completed project and a personal philosophy of creativity, based on the fusion of readings, study, discussion, and experience. The course provides a great deal of freedom for learning and does not provide step-by-step instructions. As a result, the successful completion of this course will require a significant amount of self-motivation.

Grading: Ugrd Abu Dhabi Graded

Repeatable for additional credit: No

- Bulletin Categories: Art Art History: Art Practice/Design Electives
- Bulletin Categories: Art History Elective for Visual Arts Track
- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Counts towards IM 2000-Level
- Bulletin Categories: Design Minor Design Thinking Electives
- Bulletin Categories: IM 2000-Level
- Bulletin Categories: Interactive Media:Media Design Thinking Elective
- Crosslisted with: Art Art History
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design
- Crosslisted with: Interactive Media Minor: Required
- Crosslisted with: Interactive Media

CADT-UH 1008EQ Touch (4 Credits)*Typically offered Spring*

It is easy to have an idea of the effects of significant loss of vision or hearing by closing our eyes or by wearing earplugs. What about a significant loss of the sense of touch? The answer might not come readily due in part to the subtle, effortless function of this sense. Far from being just an immediate skin sensation, touching is intimately blended into embodied experiences that are affectionate, expressive, personal, and interpersonal. The haptic modality is our fundamental mode of access to the physical world. This course provides a multidisciplinary, cross-cultural introduction to the dynamics and salience of the human sense of touch and traces a continuous thread through a number of fundamental questions and critical approaches related to human haptics. A variety of interpretations, disciplines, and experiences exploring the symbolic, cultural, ethical, social, and technical aspects of touch will be discussed. Topics include social and cultural development, memory, learning, digital design, tactile therapies, human computer interaction, multimodal interaction and sensory substitution, and privacy and security.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Digital Arts Humanities Minor: Electives
- Bulletin Categories: Experimental Inquiry
- Bulletin Categories: Quantitative Reasoning
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Digital Arts Humanities

CADT-UH 1013EQ Language of Computers (4 Credits)*Typically offered Spring*

This course introduces students to the basics of how computers "think" and some of the inherent limitations of computers. How do programs (software applications) make computers behave intelligently and allow them to solve problems effectively for a wide range of applications and fields, from art and other media to education, medicine, and the core sciences? How do we use computer programs to process, structure, and manage information, create and manipulate digital media, and search and gather information relevant to any particular topic? How do computer programs operate virtually, creating the World Wide Web of the modern digital age, and how does all of this affect issues related to security and privacy in the wired world we live in today? Students are asked to create innovative programming solutions to a set of problems and develop applications focused on the social good for their final project. The programming language of choice is Python, a relatively easy programming language with powerful visual, text processing, and graphics capabilities. No prior programming experience is required.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Core: Data Discovery
- Bulletin Categories: Digital Arts Humanities Minor: Electives
- Bulletin Categories: Experimental Inquiry
- Bulletin Categories: Quantitative Reasoning
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Core: Data Discovery
- Crosslisted with: Digital Arts Humanities

CADT-UH 1016E Utilitas, Venustas, Firmitas (4 Credits)*Typically offered occasionally*

Design seems to be omnipresent, but what is it? This course (whose title is Latin for usage, beauty, and stability) explores how design influences our life and investigates the fundamentals of "good design." It takes a look at the status quo of the use of design in media, objects, and architecture, and observe its influence on art and technology from past to present. Design tools and processes will be highlighted. Based on the fusion of readings, study, discussion, and experiences, over the course of the semester students will develop an understanding of how mutually reinforcing and beneficiary a mix of Arts, Design, and Technology can be. Lecture and discussion will help develop the design of a bricolage: Every student will realize a product prototype to be displayed in an exhibition and a personal philosophy of about Arts, Design, and Technology.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Design Minor Design Thinking Electives
- Bulletin Categories: Design Minor Visual Communication Electives
- Bulletin Categories: Experimental Inquiry
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design

CADT-UH 1020 Wayfinding: Graphic Design in the Built Environment (4 Credits)*Typically offered Fall and Spring*

In November 2014, Volvo Race's boat Vestas did not find her way to Abu Dhabi port and got stranded on a reef in the Indian Ocean instead. What went wrong? Is it still possible to get lost today, in the age of ubiquitous and democratized GPS? What does it mean to find one's way? How do different environments create unique problems, as well as provide solutions? How do we find those solutions ourselves, and how can we intervene in the design of our working and living environments, in the design of our navigational practices, in order to avoid getting lost? What tools do we have? How do they work? What can we learn from navigation before GPS? Informed by new technologies, the demand for sustainability, and the inputs from cognitive studies, "wayfinding" has grown to become a field of research in its own right, related to both architecture and design. It studies the ways in which people orient themselves via the organization of sensory cues from the external environment. The course explores visual design components and theoretical ramifications and will include workshops on campus signage systems, with a focus on accessible design.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Art Art History: Art Practice/Design Electives
- Bulletin Categories: Art History Elective for Visual Arts Track
- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Design Minor Electives
- Bulletin Categories: Environmental Studies: Envr, Culture Society
- Bulletin Categories: Interactive Media:Media Design Thinking Elective
- Crosslisted with: Art Art History
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design
- Crosslisted with: Environment
- Crosslisted with: Environmental Studies
- Crosslisted with: Interactive Media Minor: Required
- Crosslisted with: Interactive Media

CADT-UH 1021 Art of Narrative Science (4 Credits)*Typically offered Spring*

Are art and science really in conflict with each other, as is often thought? Is science dispelling mystery and consigning us to a world of dreary reductionism? This course answers such questions with a resounding no. There is, in fact, neither conflict nor antagonism between the realms of art and science. Indeed, the two complement and complete one another in ways that only artful narrative can fully reveal. A poet, through metaphor, builds bridges from entangled inscapes of thought and emotion to a place of shared understanding. A good narrative science writer must do the equivalent with the often recondite minutia of modern scientific exploration. It has become ever more essential for writers to report back from these new and wild frontiers with clear, intelligible, and descriptive prose. Students in this course will develop their vocabularies of both science and writing, learning to seize upon the parallels between the writing process and sound scientific method: trial, error, repetition, and, perhaps most importantly, daring.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Literature: Topics Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: LITCW: Required
- Crosslisted with: Literature Creative Writing

CADT-UH 1024 What Is Music? (4 Credits)*Typically offered Fall*

This course analyzes what we understand as "music." Drawing on music of different styles from all over the world, seminar members will explore what constitutes musical meaning, how it is produced, and how music expresses feelings. Taking advantage of the multicultural nature of NYU Abu Dhabi, students will explore the cultural and universal mechanisms at play when we listen to and understand music. A lab portion of the class guides students through basic musical elements such as notation systems, scales, and simple compositional techniques.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: NO LONGER USED
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Music Major: Required
- Crosslisted with: Music

CADT-UH 1025 Re-Design (4 Credits)*Typically offered January term*

Giorgio Vasari defined Mannerism in terms still used today in Art History: in the wake of the Renaissance masters, copying became the standard way to learn. But what do we really learn by copying? Would a contemporary mannerism fit in today's world, dominated by visual information? How then does creativity work? How does change happen? Why did we wait half a century before having personal computers in colors other than beige? Why do we seem oblivious to the manufactured filters mediating our observation of nature itself? What are the trade-offs when we delegate creative choices to Google's algorithms? What separates the artists of the past and the brand consultants of today? This course addresses the role and limits of copying as students explore many facets of graphic design, visual communication, and artistic value. The vibrant visual culture-in-the-making of Abu Dhabi and the UAE provide an ideal background for such explorations. Students will elaborate on the tension (real or perceived) among today's artists, designers, and scientists, while discussing why a multidisciplinary mind is fundamental for contemporary attempts to re-design the world around us.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Art Art History: Art Practice/Design Electives
- Bulletin Categories: Art History Elective for Visual Arts Track
- Bulletin Categories: Design Minor Design Thinking Electives
- Crosslisted with: Art Art History
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design

CADT-UH 1026 Human Value (4 Credits)*Typically offered Fall*

What is the value of human life? How is human value socially constructed in particular political, economic, and cultural contexts? When one society honors athletes and movie stars more than factory laborers, does that mean people with fame, wealth, and beauty are inherently more valuable? How do individuals create value and meaning in their lives in different contexts? This class will deconstruct the historical definition of human value across a variety of cultures, from foragers to contemporary global capitalist society. We will examine human value in terms of such themes as worth, utility, beauty, status, wealth, and fulfillment, via close engagement with texts, visual arts, mass media, and advertising. A practical component of the class will challenge students to explore concepts surrounding human value through a variety of artistic media, from sketching to sound recording and photography. No previous background or training is required.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Core: Cultural Exploration Analysis
- Bulletin Categories: Core: Structures of Thought Society
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Core: Cultural Exploration Analysis
- Crosslisted with: Core: Structures of Thought Society

CADT-UH 1027 Memoir and Anti-Memoir: Experiments in Text and Image (4 Credits)*Typically offered Spring*

How does one attempt to write or portray the self? If we associate that practice with traditional memoir and self-portraiture forms, what happens when subjectivity is fundamentally unstable or under attack? Is the genre also simultaneously deconstructed? How is subjectivity literally made and remade through the exploration of new forms? In this course we will look at text and image projects across cultures, eras, locations, and across art forms that raise questions about the self and the collective, representation and memory, and about the remarkable as well as the everyday. Sometimes the doubt about attempts at portrayals is philosophical, but it may also be cultural-historical and context-dependent. To explore this question, and to develop skills in art, to experiment with the studio habits of artists, and to generate our own poetics of memoir/anti-memoir we will generate text and image experiments that both create and investigate an anti-memoir body of work.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Literature: Topics Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: LITCW: Required
- Crosslisted with: Literature Creative Writing

CADT-UH 1029 Inspiration, Art, and the Examined Life (4 Credits)*Typically offered Fall*

Has a book ever knocked you out? Has a story stuck with you for years? Has an image stopped you cold? Are you changed by these encounters? This course explores, examines, and activates the elusive and subjective motor for creative work. It begins with material that has directly impacted the professor's life and work as a theater artist. Later, students will share igniting materials from their own experiences. The aim: to incite the imagination, culminating in an original work. Where do you turn for inspiration? Can you engage your fears in pursuit of your goals? How do you flip your script to make progress? Departure points include artists, writers, filmmakers, thinkers, and theater makers such as Judith Malina, Allen Ginsberg, Art Spiegelman, Francis Bacon, Edmund White, Anne Carson, David Markson, Italo Calvino, Pedro Almodovar, Jean Genet, Andy Goldsworthy, Banksy, CG Jung, Franz Fanon, Aimé Césaire, Patricia Peters, theoretical physicists, Black Lives Matter, and even occasional recipes. When it comes to inspiration, can a good meal change everything?

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1033 Bioinspiration (4 Credits)*Typically offered Fall*

In the 3.8 billion years since life began on Earth, nature has evolved. Inspired by this process, humans have replicated key design features to develop novel materials, devices, and structures in fields such as the arts, design, engineering, and the social sciences by replicating key design principles and features. This course asks how biology has inspired human design and thinking across different cultures and fields. Students will examine various examples in engineering, art, architecture, music, and social science to discuss how the human capacity for analogical reasoning has enabled the transfer of properties, mechanisms, and ideas from biology to design principles such as shape, surface, structure, making, information-processing, and social behavior. Using bio-inspired products such as gecko tape, Velcro, self-cleaning surfaces, and neuromorphic chips for inspiration, students will develop their own designs to address some of the 21st century's most pressing issues, such as energy, water, environment, food, and health.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1037X Machines in Islamic Civilization (4 Credits)*Typically offered Fall and Spring*

Is automation a science or a tool? Muslim contributions in automation, overlooked in the history of science, were long regarded as means for caliphs and the rich to impress the masses. But Muslim engineers excelled in creating complex automated systems, using them as gifts to foreign leaders, as public attractions, or to augment religious ceremony such as daily calls to prayer. Mainly powered by kinetic energy, these automata drew on scholars' deep knowledge of hydraulics and complex levers and included musical instruments, horologia, automated drinking fountains, and clocks that told time using complex audiovisual tools. This course draws on historical sources and foundational science to explore Muslim advancements in automation. What roles did translation play as Muslim scientists encountered and documented the work of previous scholars? What were the basic automatic systems they developed and how do they compare to current technologies? How did they draw on environmental resources to develop automated systems without the need for non-renewable energy? Students will address such questions as they explore implications for their own projects in design and engineering.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Islamic Studies
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1038 Autonomous and Social Robots (4 Credits)*Typically offered Fall*

How do we feel about robots? With technological developments in capability, performance, autonomy, ease of use, and cost-effectiveness, robots have arrived in everyday life. This course considers the history and ethics of human-robot interaction and explores unsolved hurdles we face as robots assume a ubiquitous presence in our lives. How are robots currently integrating into human-centered, civic industries such as education, health, and smart cities? What roles might robots play in the future of these industries? What are the economic and labor implications associated with robotic integration? How will consumers respond to the increased use of robots in daily life? How have popular media representations over the last century influenced the way we experience these changes? Topics will also include the miniaturization of robots and their use in situations such as focused drug delivery within the human body, save-and-rescue missions, or military combat. Students will assemble and program several Lego Mindstorm robots capable of carrying prefabricated objects and will also assemble a small house.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Digital Arts Humanities Minor: Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Digital Arts Humanities

CADT-UH 1039 Photo Album (4 Credits)*Typically offered Spring*

Photo albums are meaningful, unique creations. Infused with intangible memories, they tangibly show specific, select moments of the past - some mundane, others poignant. Highly personal, photo albums also reveal shared encounters and assert human universals. How and by what means do our personal photo albums thus compile collective identities and histories? What stories lie behind their making? What narratives arise - formulaic or unexpected - when related or disparate photographs are organized or randomly displayed in the unifying context of photo albums? This course employs art practice and theory to investigate the curation of vernacular photography in family photo albums. Looking at the global history and contemporary manifestations of these practices, and drawing on NYUAD's Akkasah Center of Photography, it asks: What are the motivations, challenges, and implications of commissioning or taking, collecting, or curating photographs of one's family or oneself? How do we approach such collections as viewers? Who makes, owns, and passes down albums - to whom, for whom, and why? Students will also create photo albums as a generative means of understanding this practice.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1040 Ethics of the Image (4 Credits)*Typically offered Spring*

From its invention in 1839, photography has been heralded as objective. Few doubt the veracity of a photo-finish, an endoscopic medical image, a traffic camera's violation report, or a surveillance shot of a crime scene. Photographs bear witness to the Mai Lai massacre, the Abu Ghraib prisoner abuse scandal, the Sahel famine of the 1980s, and refugees fleeing the Syrian civil war. Though most readily embrace such visual testimony, we might also cede Susan Sontag's point that photos are a "species of rhetoric" that "simplify" and "create the illusion of consensus." In what ways do a photographer's choices of what to include and exclude suggest self-conscious framing from a specific vantage point? What ethical questions emerge from this tension between the medium's supposed objectivity and the photographer's admitted subjectivity? Students will explore ethical scenarios in photojournalism, travel photography, street photography, portraiture, and commercial photography as they confront questions about consent, privacy, representation, citizen responsibility, and propaganda. Coursework includes response papers, case study reports, photo-critiques, photography tasks, and photo essays.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No**Antirequisites:** WRIT-UH 1110.

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1045E Plastic Fantastic (4 Credits)*Typically offered Fall and Spring*

What would a world without plastic look like? How does the world look because of it? Plastic Fantastic looks critically at plastic's ubiquity in global consumer cultures. Students will consider plastic's predecessors and contemporary alternatives and engage with a range of topics, from the environmental politics of plastic debris in oceans, to the ethics and values of plastic surgery, to the proliferation of cheap plastic toys and fashion trends. Based on these discussions, and inspired by the original meaning of the Greek term *plastikos* (to grow, to form), the class will develop and create a product using recycled plastic waste in NYUAD's Plastic Recycling Research Lab. In addition to the completed project, students will leave with a personal philosophy of Art, Design, and Technology as well as a sense of how mutually reinforcing and beneficiary a mix of these fields can be for future problem solving.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Design Minor Electives
- Bulletin Categories: Environmental Studies: Envr, Culture Society
- Bulletin Categories: Experimental Inquiry
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design
- Crosslisted with: Environment
- Crosslisted with: Environmental Studies

CADT-UH 1048 Reinventing the Wheel (4 Credits)*Typically offered Spring*

The wheel's origins remain a mystery. Did it evolve in the Mesopotamian city of Uruk, humanity's first urban society, around 3500-3375 BCE? Or did a Boleraz copper miner in the Carpathian Mountains, around 4000 BCE, invent a pair of wheels connected by an axle in order to move a heavy ore basket? Why, despite having the potter's wheel and trade with Mesopotamia, did the Nile valley not use wheels until the pharaohs adopted war chariots around 1600 BCE? Why did the wheel, which came into use in 3 BCE, disappear in the Middle East a few centuries later, even though the arid climate kept roads clean for most of the year? Why was wheeled transport absent in pre-Columbian America, considering that ancient Mexicans had invented wheeled toys on axles? Did the wheel spread across regions as an idea or a technology? What can its historical evolution teach us about innovation and durability, about why some technologies adapt and others fail or are lost? Students will tackle such questions as they explore how the wheel's applications were shaped by religion, war, social hierarchies, gender bias, economic efficiency, and the local terrain - all while developing projects of their own.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1049E Material World (4 Credits)*Typically offered Fall*

How has our relationship with building materials shaped human civilization, and in return, how does our use of materials actively reshape the planet we live on? Materials have played a major role throughout human history, from providing basic clothing and shelter in prehistoric times, to fueling the industrial revolution, and enabling today's global consumer culture. In the process, material use and discovery have given rise to many branches of science and commerce, resulting in even greater demand for more material. The consequences on society and the environment haven't always been positive. This course explores our relationship with material as engineers, scientists, consumers, and traders. Basic laboratory sessions on material characterization will explore material processing techniques ranging from simple resin casting to advanced 3D printing.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Environmental Studies: Envr, Culture Society
- Bulletin Categories: Experimental Inquiry
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Environment
- Crosslisted with: Environmental Studies

CADT-UH 1051 Performing Online (4 Credits)*Typically offered Spring*

How can artistic online collaboration and performance be used to close gaps in space, time, and in physical and cultural distance? How can the internet be an effective medium for multidisciplinary intercultural artistic expression? The current pandemic has created a strong reemergence of online performances. The recent explosion of freely-available content in social media platforms (literally) from around the world has created an unprecedented opportunity to (re)evaluate online performance as a medium and as a means for intercultural artistic collaboration. In this course we will address live online performance and will explore its possibilities for intercultural artistic collaboration. This will be achieved by creating a series of live online performances, by viewing similar work by other artists, through seminal readings in the field, and talks by selected guests.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Digital Arts Humanities Minor: Electives
- Bulletin Categories: NO LONGER USED
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Digital Arts Humanities
- Crosslisted with: Music Major: Required
- Crosslisted with: Music

CADT-UH 1052 Silence (4 Credits)*Typically offered Spring*

How does "silence" help to define our sense of being and existence? Across different cultures, various philosophies of art, science, and society have viewed and thought about silence differently. This course invites students to think about and experience silence by asking three fundamental questions: 1) What does it mean to be silent? (Literally and metaphorically); 2) Does silence shape our lives? And if so, how? 3) Can we have an active relationship and recognition with silence just as we do with sound or action? Drawing on multi-disciplinary sources from around the world to explore the philosophical frameworks and thought systems that have engaged in the study and observation of silence, the syllabus will include works of art, literature, theater, films, architecture, and music, which students will engage via a mix of seminar, lecture, and studio methods of teaching, to enable the creations of their own artistic responses to their experience of silence and the material presented in class.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Film New Media: Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Film New Media Major: Required
- Crosslisted with: Film New Media

CADT-UH 1053 Designing Health (4 Credits)*Typically offered Fall*

What constitutes innovation in medical technology? Is it always necessary? How is its value determined? How would we know if innovation has peaked, or reached a point of diminishing returns? What do global perspectives reveal about medical devices and healthcare in general? In what ways are cultural contexts important to consider? How can the med-tech innovation process address issues of diversity, inclusion, and accessibility? This course takes up the above questions through several case studies and examples, including bioprinting and COVID-19 vaccines – two topics with current relevance – as well as two of the most important historical med-tech innovations that have gone wrong in the past: The Malaria Project and The Immortal Life of Henrietta Lacks. How can current design and innovation avoid repeating past mistakes? Working in cross-disciplinary teams, students will engage in design projects that will apply what we have learned from this course and address some of the paradoxes present in our ongoing quest to design healthier bodies and societies.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1061 The Body Archive (4 Credits)*Typically offered Spring*

What does it mean for the body to be a source of knowledge? How do we come to know the world from a situated perspective that connects us to the accrual of past history and the shifting landscapes of future trajectories? Is 'knowing thyself' through the body a necessary condition for decolonization? What sense of 'attunement' emerges from remembering the body as more than itself? This course offers an investigation into these questions by unpacking the idea of the body archive using critical pedagogy and a combination of social science and art approaches. By drawing on interdisciplinary academic texts from sociology, critical theory, feminist and gender studies, cultural studies, as well as, artistic practices of archiving, the course offers different possibilities for thinking through, constructing, and critiquing the idea of the body archive. Drawing on the network of Haraka Experimental Lab for Arab Art and Social Thought under al Mawrid Arab Center for the Study of Art at NYUAD, students will engage in situated discussions with academics, artists, and archivists during field trips to Dubai, Sharjah, and Abu Dhabi.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: SRPP: Society Culture
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: SRPP: Major Soc Sci Required
- Crosslisted with: Social Research Public Policy

CADT-UH 1062 Contextual Innovation in Society (4 Credits)*Typically offered Spring*

What is innovation? Can such a concept be meaningful without understanding the contexts in which it arises? Certain innovations, such as cars, have shaped social development and the evolution of human cultures. Others are more discrete. Why is a plastic bottle's diameter standardized to a specific value? What is the ideal height for a door handle, or a stair? Such micro-innovations hide in plain sight yet are instrumental in our lives. This course will help students define and explore "contextual innovation," especially in science and technology. Undertaking practical fieldwork in Abu Dhabi, students will leverage the city's unique cultures to generate empathetic, culturally-competent, and context-specific innovations across industries and fields. Readings will include theoretical approaches from design and engineering, sociology, and anthropology. Case studies will include historical examples such as cars and electricity, as well as contemporary examples from global corporations such as Apple and Uber. By semester's end students will have co-developed a framework for empathetic, contextual innovation translatable to other projects in their careers.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1063 Foodways for the Anthropocene (4 Credits)*Typically offered Spring*

How can changing our diets play a role in saving planet Earth? What does food production contribute to climate change? Did the Anthropocene begin with the industrial revolution, or is it part of the longer history of agricultural development? This course examines relationships among food, technology, and society, paying special attention to the impact of foodways on anthropogenic environmental change. Combining global perspectives from public policy, history, and environmental studies, the course explores the evolution and long-term security of food production, cooking technologies, and livelihood strategies in China, the UAE, Nepal, and the western United States. Units will address the history and evolution of food staples like soy, wheat, rice, corn, potatoes, and peanuts; the political economy of meat production; and the promise and perils of technocratic solutions to global food security, especially with regard to pesticides/fertilizers, industrialized farming, and energy use. Along with reading and discussion, students will grow, forage, and shop for food, cook and eat meals, and collaborate on the design and development of an NYU Abu Dhabi cookbook for the future.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Core: Structures of Thought Society
- Bulletin Categories: Environmental Studies: Envr, Culture Society
- Bulletin Categories: History: Asia-Pacific Zone Electives
- Bulletin Categories: SRPP: Social Structure Global Processes
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Core: Structures of Thought Society
- Crosslisted with: Environment
- Crosslisted with: Environmental Studies
- Crosslisted with: History: Major Required
- Crosslisted with: History
- Crosslisted with: SRPP: Major Soc Sci Required
- Crosslisted with: Social Research Public Policy

CADT-UH 1074 Creative Robotics and Tech (4 Credits)*Typically offered January term*

What will the future of human and robot interaction look like? How can new technology and robots inspire human creativity and help us grow artistically? How can we use the intersection of art and tech to pursue research? Einstein said, "Play is the highest form of research." By exploring technology through art and movement, how can we further research? This course provides students the tools and knowledge to integrate robotics and new technology into their creative practice as artists and researchers (no prior experience required). Students will design and create a final project exploring the intersection between art and robotics and tech in various forms. Depending on the scale of the project, students will work together as one big group or smaller groups. Students have the opportunity to present their projects at the massive MOTB Dubai Shopping Festival.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Interactive Media:Media Design Thinking Elective
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Interactive Media Minor: Required
- Crosslisted with: Interactive Media

CADT-UH 1077 Site Specificity (4 Credits)*Typically offered Spring*

This course explores what it means to be situated in a particular Site. Do places have a spirit and identity? What causes an artist to respond to a place in a particular way? Light, landscape, sound, climate, all inform the artifacts created by the 'makers' in different cultures and time periods. Powerpoint presentations, readings, site and museum visits will help the students explore fundamental questions about the impact of Site on artists, objects, architecture and performance. Students will be presented with a series of challenges, or problems, where they are asked to respond to a specific site. We will read texts written by visionary thinkers and artists such as Rosalind Krauss, Nancy Holt, Robert Smithson. We will also delve deeply into site specific artworks produced by artists in the last 100 years, with a focus on Land Art, Performance and Urban interactions.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Theater: Arts Practice Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Theater Major: Required
- Crosslisted with: Theater

CADT-UH 1078 Voice (4 Credits)*Typically offered Spring*

What does it mean to find one's voice; and how expansive is the voice beyond its use for everyday communication? How do we recognize our own voice amongst other voices that move around and through us? Both a tool for self-expression and a form of social activism, the voice is a multidimensional material that has an expansive meaning across different cultures, genres, social and political movements as well as within religious practices. Drawing on voice studies and practice-based research, this course will explore the voice as both a vehicle for individual self-expression and a vehicle for entities who might speak "through" us, such as supernatural beings, ancestors, collective movements, and others. We will consider discourses that seek to expand notions of the experience of 'finding' and surrendering one's voice; look at glossolalia ("speaking in tongues") and translation, and the ethics of speaking on another's behalf and the ideologies of using one's voice as a form of activism. Students will draw upon their own cultural heritage to produce autoethnographic reflections on the voice, examining theories on trance, babbling and non-verbal communication within interspecies relations

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Theater: History, Theory, Criticism Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Theater Major: Required
- Crosslisted with: Theater

CADT-UH 1079E Have a Seat (4 Credits)*Typically offered occasionally*

The Chair is the most iconic piece in the history of furniture. Chairs have been in every aspect of our lives for thousands of years, we touch chairs with our entire bodies yet we've become so used to them that we hardly notice their presence. Chairs represent an effort to balance utility and beauty, comfort and status. Chairs offer us a link to the past and a glimpse into the future. This course will explore how the design and making of chairs have been affected by and reflect changes in technology, materials, manufacturing processes, aesthetics, ergonomics, and economic and social conditions over time. Why are some chairs considered iconic? What do different modes of sitting reveal about a society and its people? Are some forms of sitting superior to others? What do chairs tell us about human behavior and attitudes toward posture? This course will critically examine the principles of "good design" by studying chairs and their makers throughout history and envision the future of design practice. Students will practice the design process and learn analog and digital prototyping tools and apply those skills in hands-on and tangible design projects.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: Design Minor Design Thinking Electives
- Bulletin Categories: Design Minor Visual Communication Electives
- Bulletin Categories: Experimental Inquiry
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: Design

CADT-UH 1091 The Photographic Essay: The Power of Visual Storytelling (4 Credits)*Typically offered Spring*

Photographs are endowed with a unique power to immerse us in other people's stories, engage us emotionally, inform us, raise public awareness, and serve as a catalyst for action. But what exactly is it about some photos—for instance, Nik Ut's Napalm Girl, Stuart Franklin's Tank Man, or Alberto Korda's portrait of Che Guevara—that makes them uniquely alluring and memorable? What can we learn from the iconic images of our times that can help us to construct compelling photo essays? What can the masters of photography teach us about making images that captivate us and inspire us to action? By analyzing examples of effective storytelling, students will learn to better understand the building blocks of a strong visual essay. The course will help students to discover their visual voice and develop their own visual language. They will also reflect on the ethical implications of their workflow. It will be taught through classroom discussions, photo critiques, field trips, editing sessions, and photo workshops. Students will be assessed on the completion of five short photography assignments and three photo essays. At the end of the course, they will present a portfolio of their coursework.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1092 Starting With Self (4 Credits)*Typically offered Spring*

This course will explore the spectrum of theater, performance and performative installation making while taking autobiography and the self as a starting point. It will explore the self not only in its current state as a human being but also as an animal, object, and imagined superhero. In doing that, the context will always be a reference to start since no one and nothing stands alone in real and imagined life. In this practice-based course, the students will think, research, write, conceptualize, try, rehearse and perform.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Bulletin Categories: LITCW: Creative Writing Electives
- Bulletin Categories: No longer in use
- Bulletin Categories: Theater: Arts Practice Electives
- Crosslisted with: Core: Arts, Design Technology
- Crosslisted with: LITCW: Required
- Crosslisted with: Literature Creative Writing
- Crosslisted with: Theater Major: Required
- Crosslisted with: Theater

CADT-UH 1093 Gamified Learning (4 Credits)*Typically offered Spring*

Embark on a transformative journey of inquiry and exploration in "Gamified Learning". Can the art and science of video games transcend digital boundaries to forge a better world and drive social impact? Students are invited to undertake an interdisciplinary exploration, unraveling the connections between gaming, education, and societal impact. Beyond the craft of video game development, the course is designed to lead students through the theoretical foundations underpinning gamified learning experiences, from game-based learning to the psychology of play. We ask: How can gamified learning empower us to understand and impact the world around us? This course, featuring six modules and culminating in a collaborative video game project. This journey aims to equip students not only with the skills to create games but also to explore the profound impact of gamified learning on the world around them. The course project doesn't require prior programming skills. Students use online game creation tools (StudyCrafter, Scratch Game Design, Unity, etc.) to create their own game. Are you ready to grapple with these big questions and explore the transformative potential of gamified learning?

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology

CADT-UH 1094 Music, the Mind, and Artificial Intelligence (4 Credits)

Music is universal to all human cultures. It has profound and demonstrated effects on everything from emotion to spirituality to healing to the cohesion of communities. This course will explore current research on the psychological, emotional, and therapeutic effects of music and what factors in the human body and brain are involved in producing them, with particular emphasis on cross-cultural study. Relevant research perspectives will include music theory and musicology; perception and cognition; neuroscience; and computational modeling. Students will learn methods of computational feature extraction and machine learning to develop artificial intelligence models that build on and articulate the conceptual frameworks of cognitive science and music cognition introduced in the initial phase of the class, and will learn generative AI tools that will allow them to produce an original musical work as their final project.

Grading: Ugrd Abu Dhabi Graded**Repeatable for additional credit:** No

- Bulletin Categories: Core: Arts, Design Technology
- Crosslisted with: Core: Arts, Design Technology