

SNS COLLEGE OF ENGINEERING



Kurumbapalayam (Po), Coimbatore – 641 107

An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING-IOT Including CS&BCT

COURSE NAME :19SB602- FULL STACK WEB DEVELOPMENT for NG- IOT

III YEAR / VI SEMESTER

BOOTSTRAP FRAMEWORK &
RESPONSIVE WED DESIGN



CREATE Your IoT



The series is a very special one as it is being created and hosted at the heart of the Large-Scale Pilots Programme of the European Union (LSPs). The series puts artworks at the core and makes them the motive

for dialogue between all actual and potential stakeholders in use-cases of the LSPs aiming at pointing out ways of how other innovative actions can be implemented on top of the developments made available by LSPs







• The text looks at how art and technology are intrinsically related, how art practices historically expanded their field of action to make the world and life a canvasand how more recently the influence of artistic ideas in the creation of new products, services and processes is irrevocable. More specific examples of this connection between technology and the arts in the field of ICT and IoT are presented. Finally, an updated report on ongoing artistic actions in the context of the CREATE IoT coordination and support action are presented.

Introduction

• Technologies and the arts have always been closely related. Indeed, this relationship is invoked with every mention of the word technology, which has its origins in the Ancient Greek t'ekhn⁻e, meaning art. In this project, we will explore the contemporary relationship between technology and the arts, reflecting on how they can influence each other and the conditions under which their synergies can flourish.



• New technologies have shaped artistic



practices since the dawn of history. Demand for tools to accomplish specific

tasks has compelled technology to develop in new directions.

Potentially, the first tool one can conceive *Homo erectus* to have created, after winning the fight between the weight of their brain and gravity, was the invention of the stick – to more easily pick fruit from trees. The stick as an extension of the arm. The paint brush as an extension of the stick – an artistically driven technological innovation – is naturally conceivable as well. More recently, Andy Clark and David Chalmers conceived the iPhone as an extension of the mind.





Understanding Steve Jobs as the

most contemporary artist of the past century then becomes key to pursuing

the transformations of the timeless intertwining between technologies and

the arts.

"The ability to produce art was an indication that humans had begun to think in more abstract terms. It's a thought process that enabled us to come up with the science and technology that enabled our species to become so successful,"

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Introduction Cont...



"The emergence of art marks the beginning of a surge in the development of human intelligence. The people who produce art are able to reflect their thoughts in the form of pictures and symbols", reports Gosh. Indeed, the ability to transform "abstract knowledge" into "knowledge of perception" is a unique characteristic of human intelligence. This ability fulfils the human need for making sense of what happens/happened by creating narratives. There is also a need to freeze moments in time: the need for creating images one can grasp and hold on to, the need for making sense of life, the need for giving meaning to life – meaningfulness.

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EXAMPLE

This quote comes from BBC Science correspondent Pallab Gosh, who was reporting on recent discoveries in a rural area on the Indonesian island of Sulawesi, where cave art from 40,000 years ago was found. The discoveries are the first of their kind outside the European continent, thus putting into question the positioning of Europe, and Western culture for that matter, as pioneering human development

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The attribution of meaning to technologies is a relevant aspect for understanding the intertwining of technologies and the arts. For example, the invention of photography in the 19th century is possibly the event that had the





most impact in the course of the history of art. On the one hand, it liberated painters from the duty of portraying personalities and started a movement of abstraction in painting that gave origin to great diversity of styles in the 20th century. On the other hand, it created a new tool for expression that is nowadays one of the most established forms of artistic expression. In sum, new meanings were attributed to the technique of painting and to a new technology – photography – which lead to new forms of images with its associated novel techniques. For instance, Pointillism can be interpreted as the first step towards a digital format of images, similar to what we nowadays call pixels

CREATE Your IoT

Artistic practices are thinking processes as well as they generate reproducible knowledge. The peculiarity of the knowledge generated by the arts using technology is that by reverse engineering the final products of those creations, one can fully understand its functionality. One of the characteristics of the practice of art is that artists act first and rationalize later. The actual context of the relationship between ICT and art allows for an unprecedented integration of subjectivity in the context of technological research





The Practice of Art as a Thinking Process:

Urgency is a condition sine qua non in the attribution of the artistic quality

to a practice. For a practice to be considered as artistic, it has to originate

in that primordial urgency. Karl Phillip Moritz (1756–1793), in his writings

Artistic Imitation of the Beautiful, defined this urgency or artistic impetus

as drive and not as idea, concept or a representation





The Practice of Art as a Thinking Process: cont...

This reverses the Leibniz–Wolffian hierarchy of human faculties by valuing the artistic, by considering the irrational and subconscious as the true source of human

agency. Philosophers such as Schopenhauer, Nietzsche and others support that culture initiated by Moritz in which the "dark and undefined" balances with and is as relevant as the "clear and distinct".



CREATE Your IoT cont...



According to Landgraf, Moritz sees urgency as being about the productivity of nature that serves as media. It links the artist and the artwork as well as driving the creative process. Artistic creativity allows for the mediation between an undefined non-representational stimulus, i.e. realisation, and the artistic objectification or communication of the stimulus, i.e. manifestation

- Artistic is that which is created by an artistic practice, and that distinguishes it from any other knowledge generation practice, such as scientific practice. The core of artistic practice is the *urgency* for creation, composed of two poles: *realisation* and *manife station*. They are the indivisible components of *artistic urgency*. Realisation is the need to make things happen while *manifestation* is the need to create beings
- *Realisation* is the core of practice itself. It is the action of making. It is movement, the energy of exteriorization. It is embodying in an outward form. *Manifestation* is the core of creation. It is openness to revelation. It is recognising a being, the energy of interiorization. It is embodying in an
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CREATE Your IoT cont ...



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CREATE Your IoT cont ...



Art is Life (Integration)

ICT and Art

Next Things Next Starts

Artists and the IoT European Large-Scale Projects

CREATE Your IoT

The present result of the work undertaken is a series of works entitled CREATE Your IoT. Drawing inspirations from the title of the coordination and support action to the LSPs, CREATE-IoT, the series aims at expanding it by pointing out ways of how other innovative actions can be im plemented on top of the developments made available by LSPs. It emphasizes the cocreative aspect of the all LSPs but in an alternative sense than that of citizen participation as promoted by the U4IoT CSA. In the series, artworks are the core and are motive for dialogue between all actual and potential stakeholders in use-cases





