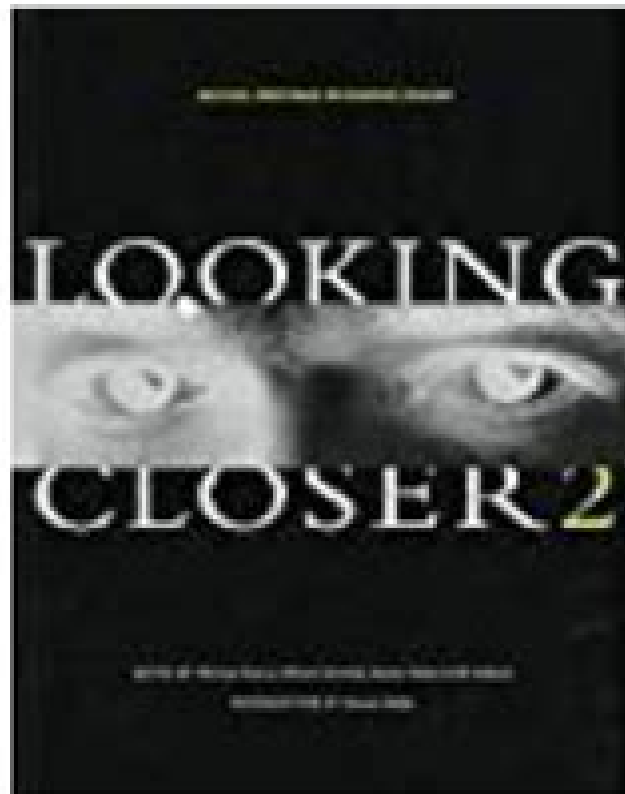

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Looking Closer 2 No 2 Critical Writings On Graphic Design

Dan Karlholm



Looking Closer 2 No 2 Critical Writings On Graphic Design:

Design Studies Audrey Bennett, 2006-08-31 In an age of globalization and connectivity the idea of mainstream culture has become quaint Websites magazines books and television have all honed in on ever diversifying subcultures hoping to carve out niche audiences that grow savvier and more narrowly sliced by the day Consequently the discipline of graphic design has undergone a sea change Where visual communication was once informed by a designer's creative intuition the proliferation of specialized audiences now calls for more research based design processes Designers who ignore research run the risk of becoming mere tools for communication rather than bold voices *Design Studies* a collection of 27 essays from an international cast of top design researchers sets out to mend this schism between research and practice The texts presented here make a strong argument for performing rigorous experimentation and analysis Each author outlines methods in which research has aided their design whether by investigating how senior citizens react to design aesthetics how hip hop culture can influence design or how design for Third World nations is affected by cultural differences Contributors also outline inspired ways in which design educators can teach research methods to their students Finally *Design Studies* is rounded out by five annotated bibliographies to further aid designers in their research This comprehensive reader is the definitive reference for this new direction in graphic design and an essential resource for both students and practitioners **No More Rules**

Rick Poynor, 2003 With the international take up of new technology in the 1990s designers and typographers reassessed their roles and jettisoned existing rules in an explosion of creativity in graphic design This book tells that story in detail defining and illustrating key developments and themes from 1980-2000 *Graphic Design, Referenced* Bryony Gomez Palacio, Armin Vit, 2012 From Caslon and Carson from Gutenberg to Greiman from Lascaux to letterpress and from Postmodernism to pixel among other entries this title will provide all the necessary information and visual cues that designers need to know in order to become empowered work efficiently and knowingly and survive in a design conversation with peers *Graphic Design as Communication* Malcolm Barnard, 2013-07-04

What is the point of graphic design Is it advertising or is it art What purpose does it serve in our society and culture Malcolm Barnard explores how meaning and identity are at the core of every graphic design project and argues that the role and function of graphic design is and always has been communication Drawing on a range of theoretical approaches including those of Derrida Saussure Foucault and Barthes and taking examples from advertising magazines illustration website design comics greetings cards and packaging *Graphic Design as Communication* looks at how graphic design contributes to the formation of social and cultural identities Malcolm Barnard discusses the ways in which racial ethnic groups age groups and gender groups are represented in graphic design as well as how images and texts communicate with different cultural groups He also explores how graphic design relates to both European and American modernism and its relevance to postmodernism and globalisation in the twenty first century and asks why when graphic design is such an integral part of our society and culture it is not acknowledged and understood in the same way that

art is **Now You See It and Other Essays on Design** Michael Bierut, 2019-03-12 Design is a way to engage with real content real experience writes celebrated essayist Michael Bierut in this follow up to his best selling *Seventy Nine Short Essays on Design* 2007 In more than fifty smart and accessible short pieces from the past decade Bierut engages with a fascinating and diverse array of subjects Essays range across design history practice and process urban design and architecture design hoaxes pop culture Hydrox cookies Peggy Noonan baseball The Sopranos and an inside look at his experience creating the forward logo for Hillary Clinton s 2016 presidential campaign Other writings celebrate such legendary figures as Jerry della Femina Alan Fletcher Charley Harper and his own mentor Massimo Vignelli Bierut s longtime work in the trenches of graphic design informs everything he writes lending depth insight and humor to this important and engrossing collection

Graphic Design, Referenced Armin Vit, Bryony Gomez Palacio, 2009-07-01 *Graphic Design Referenced* is a visual and informational guide to the most commonly referenced terms historical moments landmark projects and influential practitioners in the field of graphic design With more than 2 000 design projects illustrating more than 400 entries it provides an intense overview of the varied elements that make up the graphic design profession through a unique set of chapters principles defines the very basic foundation of what constitutes graphic design to establish the language terms and concepts that govern what we do and how we do it covering layout typography and printing terms knowledge explores the most influential sources through which we learn about graphic design from the educational institutions we attend to the magazines and books we read representatives gathers the designers who over the years have proven the most prominent or have steered the course of graphic design in one way or another and practice highlights some of the most iconic work produced that not only serve as examples of best practices but also illustrate its potential lasting legacy *Graphic Design Referenced* serves as a comprehensive source of information and inspiration by documenting and chronicling the scope of contemporary graphic design stemming from the middle of the twentieth century to today

Looking Closer 4 Michael Bierut, William Drenttel, Steven Heller, 2012-02-15 The most stimulating installment yet in the acclaimed *Looking Closer* series This enthralling collection of essays assembles some of the most intriguing critical commentary published in professional and general interest design magazines from 1997 to 2000 Over thirty contributors including Rick Poynor Kathy McCoy Lorraine Wild Veronique Vienne Jessica Helfand and others discuss such important contemporary themes as the rise and fall of the dot coms and its influence on salary expectations the ongoing controversy over the First Things First Manifesto the call for greater responsibility in the design profession and the antibranding protests that ignited demonstrations during recent World Trade Organization meetings From current events to design principles and aesthetics to ethics graphic designers everywhere will savor this anthology of fresh perspective Allworth Press an imprint of Skyhorse Publishing publishes a broad range of books on the visual and performing arts with emphasis on the business of art Our titles cover subjects such as graphic design theater branding fine art photography interior design writing acting film how to start

careers business and legal forms business practices and more While we don't aspire to publish a New York Times bestseller or a national bestseller we are deeply committed to quality books that help creative professionals succeed and thrive We often publish in areas overlooked by other publishers and welcome the author whose expertise can help our audience of readers

Meggs' History of Graphic Design Philip B. Meggs, Alston W. Purvis, 2016-04-14 The bestselling graphic design reference updated for the digital age Meggs History of Graphic Design is the industry's unparalleled award-winning reference With over 1 400 high quality images throughout this visually stunning text guides you through a saga of artistic innovators breakthrough technologies and groundbreaking developments that define the graphic design field The initial publication of this book was heralded as a publishing landmark and author Philip B Meggs is credited with significantly shaping the academic field of graphic design Meggs presents compelling comprehensive information enclosed in an exquisite visual format The text includes classic topics such as the invention of writing and alphabets the origins of printing and typography and the advent of postmodern design This new sixth edition has also been updated to provide The latest key developments in web multimedia and interactive design Expanded coverage of design in Asia and the Middle East Emerging design trends and technologies Timelines framed in a broader historical context to help you better understand the evolution of contemporary graphic design Extensive ancillary materials including an instructor's manual expanded image identification banks flashcards and quizzes You can't master a field without knowing the history Meggs History of Graphic Design presents an all inclusive visually spectacular arrangement of graphic design knowledge for students and professionals Learn the milestones developments and pioneers of the trade so that you can shape the future

Graphic Design Theory Helen Armstrong, 2012-08-10 Graphic Design Theory is organized in three sections Creating the Field traces the evolution of graphic design over the course of the early 1900s including influential avant garde ideas of futurism constructivism and the Bauhaus Building on Success covers the mid to late twentieth century and considers the International Style modernism and postmodernism and Mapping the Future opens at the end of the last century and includes current discussions on legibility social responsibility and new media Striking color images illustrate each of the movements discussed and demonstrate the ongoing relationship between theory and practice A brief commentary prefaces each text providing a cultural and historical framework through which the work can be evaluated Authors include such influential designers as Herbert Bayer L szlo Moholy Nagy Karl Gerstner Katherine McCoy Michael Rock Lev Manovich Ellen Lupton and Lorraine Wild Additional features include a timeline glossary and bibliography for further reading A must have survey for graduate and undergraduate courses in design history theory and contemporary issues Graphic Design Theory invites designers and interested readers of all levels to plunge into the world of design discourse

Cyberpl@y Brenda Danet, 2020-05-28 The Internet is changing the way we communicate As a cross between letter writing and conversation email has altered traditional letter writing conventions Websites and chat rooms have made visual aspects of written communication of greater importance arguably

than ever before New communication codes continue to evolve with unprecedented speed This book explores playfulness and artfulness in digital writing and communication and answers penetrating questions about this new medium Under what conditions do old letter writing norms continue to be important even in email Digital greetings are changing the way we celebrate special occasions and public holidays but will they take the place of paper postcards and greeting cards The author also looks at how new art forms such as virtual theatre ASCII art and digital folk art on IRC are flourishing and how many people collect and display digital fonts on handsome Websites or even design their own Intended as a time capsule documenting developments online in the mid to late 1990s when the Internet became a mass medium this book treats the computer as an expressive instrument fostering new forms of creativity and popular culture **Typographica** Rick Poyner,2002 A trailblazer in its day Typographica is ripe for rediscovery and reappraisal by a new generation of designers and image makers Its boundary blurring fusion of modernist experimentation visual and concrete poetry and environmental photography anticipated many of the preoccupations of contemporary designers artists and cultural commentators Rick Poyner offers a carefully researched and illustrated book paying tribute to the significant contribution Herbert Spencer and Typographica made to graphic design history BOOK JACKET *The Politics of the Superficial* Brett Ommen,2016-06-30 The Politics of the Superficial argues that the increasing volume of visually communicative surfaces in public life contributes to a very particular form of public imagination and political activity **Emigre** ,2001 Design and the Creation of Social Value Doctor Gjoko Muratovski,Craig Vogel,2019-05-22 Just as the term design has been going through change growth and expansion of meaning and interpretation in practice and education the same can be said for design research The traditional boundaries of design are dissolving and connections are being established with other fields at an exponential rate Based on the proceedings from the IASDR 2017 Conference Re Research is an edited collection that showcases a curated selection of 83 papers just over half of the works presented at the conference With topics ranging from the introduction of design in the primary education sector to designing information for Artificial Intelligence systems this book collection demonstrates the diverse perspectives of design and design research Divided into seven thematic volumes this collection maps out where the field of design research is now Understanding Everyday Design Soyoung Kim Kwangmin Cho Chajoong Kim The more society gets complicated and developed the more demand for various products As a result we are living in a flood of various products However considering how people consume and use products in their daily life it is not difficult to find people transforming changing the original purpose or adding value to existing products instead of buying new ones This phenomenon has been defined as everyday design In a sense that everyday design provides a better understanding of actual uses in real context it deserves to be studied Therefore this paper attempts to figure out an underlying mechanism of everyday design For this a conceptual framework was developed whose focus was on what triggers everyday design what goals are set and how a product is transformed The conceptual framework was validated with a photographic inventory of users everyday design in

our daily life The conceptual framework could provide a better understanding of everyday design in a systematic way If it is considered in the product development process it could contribute to an increase of use satisfaction as well as sustainable design The limitations and a further study are discussed at the end of the paper

Social Value Creation through Multidisciplinary Design Education Steven Kyffin Mersha Aftab Nicholas Spencer The paper proposes that design with a multidisciplinary student cohort as active partners can play the role of bringing the four different stakeholder groupings namely government industry society and academia together within the creative consortia and create innovation for the greater good of the society By studying a selection of social innovation projects undertaken by multidisciplinary student teams as connector integrators which engaged with companies government bodies and community groups we have examined a combination of four different activities across different economic and cultural human experience contexts to assess their different degrees of appropriateness in creating future value We apply these methods to establish creative consortia which has enabled us to reframe the context of the problem space We believe that the creative consortia has the potential to create more relevance in the solution space greater engagement in realizing the proposition into the future and a higher opportunity for integration of such future principles into emerging government policy and national innovation agendas

Taking Aim at wicked problems A Practical Philosophy for Educating Designers in the Making of Wise Decisions Paul Emmerson Robert Young Today s design pedagogies lack the characteristics for redressing the nature of the wicked problems they attempt to solve such as sustainability We argue it is not fair for future generations to suffer the systemic effects of our unsustainable consumer culture partly resulting from today s design professionals decisions which ensue because design is an amoral discipline lacking a systemic perspective To rectify design s characteristic failings as part of a PhD study we report a new pedagogical architecture founded as the synthesis of the practices of design and civics forming the relationship design as civics DaC a practical philosophy We position DaC as a reflexive systemic radical political praxis for every citizen possessing the explicit teleological goal to achieve the good life for all DaC takes a transdisciplinary approach It integrates the discoveries of cognitive science and linguistics to expose how we construct our understanding of the world interpreting metaphors and frames which we utilize to aim DaC Alongside shared social practice theory SSP and insights from developmental psychology that reveal the distinctly human capacity of shared intentionality engendering humankind s willingness for cooperation and empathy for fairness That living in a fairer society is desired by people from rival political perspectives with egalitarian societies reporting lower environmental impact lifestyles and more willingness for transitioning toward sustainment Thus it is humankind s cooperative behavior and aligning values that provides the foundational rationale of DaC s SSP goal to achieve the good life through the ongoing critical examination of its aim of resolving fairness between citizens

Developing a Matrix for Designerly Way of Creating Shared Value DCSV Four Examples of CSV via Perspectives of Design Kyulee Kim Today while profit maximization is still the bedrock of the capitalist model

people have embraced the idea of social contribution as a useful strategy in businesses In this recent movement Creating Shared Value CSV strives for a win win solution that creates both social and business value While in its early stage CSV is showing promise and potential society is witnessing a paradigm shift from practices of corporate social responsibilities CSR to CSV which is more sustainable and effective approach Since Porter and Kramer originally introduced the concept in 2011 CSV s application has expanded to many areas of business management but it has not been discussed comprehensively in design research as of yet The title of this paper Designerly Way of Creating Shared Value DCSV is inspired by Nigel Cross s famous book Designerly way of knowing 2006 Designerly is an adjective describing how designers think and behave that is different from professionals in scientific disciplines The aim of this paper is to propose a new matrix illustrating the link between creating shared value and design and to systemically describe the existing examples of DCSV The paper will begin with an introduction to the concept of CSV followed by a brief literature review on CSV in design research The second part will focus on demonstrating the new DCSV matrix by illustrating the four examples that exemplify it Design for Social Innovation Digital Technologies and Local Communities Teresa Franqueira Gon alo Gomes Abstract The use and democratization of new digital technologies have given visibility to groups of people and grassroots organizations that can be considered agents of change in the transition to a more sustainable world Design plays an important role in the definition of strategies and in the development of innovative solutions to tackle some of the contemporary problems society faces This paper aims to show several projects developed over the last 5 years in the subject Design for Social Innovation at the Master in Design and the Master in Engineering and Product Design at the University of Aveiro and its relation to the new social media and technologies By using Service Design tools to improve Social Innovations and the integration of new digital technologies we design new and improved solutions to foster sustainable development The creation of a DESIS Lab has also allowed to develop innovative design solutions within local communities The methodology used is based on Learning by Doing with an important and relevant initial phase using ethnographic methods The results are showed as academic projects that can be applied and replicated in different contexts The Extent of Transformation Measuring the Impact of Design in VCS Organizations Laura E Warwick Robert A Young A Design for Service DfS approach has been linked with impacts that significantly alter touchpoints services and organizational culture However there is no model with which to assess the extent to which these impacts can be considered transformational In the absence of such a model the authors have reviewed literature on subjects including the transformational potential of design characteristics of transformational design transformational change and organizational change From this review six indicators of transformational change in design projects have been identified evidence of nontraditional transformative design objects evidence of a new perspective evidence of a community of advocates evidence of design capability evidence of new power dynamics and evidence of new organizational standards These indicators along with an assessment scale have been used to successfully review the findings

from a doctoral study exploring the impact of the DfS approach in Voluntary Community Sector VCS organizations This paper presents this model as a first step to establishing a method to helpfully gauge the extent of transformational impact in design projects

Applying Design Thinking for Business Model Innovation for a Nonprofit Organization Case Study Art la Carte Alison Miyauchi Scott Cressman The challenges facing many small nonprofit organizations are increasing at a greater rate than the internal capacities of many within this sector are able to address effectively This situation has small nonprofits questioning their sustainability and ability to deliver their services in the long term Often these small nonprofit organizations are working within a business model and communications paradigm that has remained unchanged for decades and one which is proving no longer effective in attracting awareness engagement and support Many of these organizations are facing a critical failure requiring significant business model innovation to achieve both their short mid and long term goals Design thinking is an avenue for nonprofits to achieve business model innovation by developing new unique concepts supporting an organization s viability and the processes for bringing those concepts to fruition This case study outlines the design thinking process applied to business model innovation for a small 22 year old nonprofit approaching critical business failure

Generative Design Research for Sustainability Exemplary Cases for the Adaptation of the EC Guide Tool and the ERM Method Mert Kulaks z It r G ng r Boncuk u Dilruba O ur smail Yavuz Paksoy Senem Turhan a la Do an This paper presents the main process of a graduate course entitled Generative Design Research for Sustainability offered in the Department of Industrial Design at Middle East Technical University in the spring semester of 2015 2016 through exemplary design research cases conducted by the graduate students at the doctoral level These cases focus on the adaptation of the generative tool and the method namely Experience Chart EC Guide tool and Experience Reflection Modelling ERM method in line with the graduate students particular research topics First the paper provides the course objectives outcomes and process then it explains the EC Guide tool and the ERM method to be adapted and implemented within the context of the course Then these generative tool and method and their adaptations are demonstrated through the exemplary cases i e efficient use of working environment in design studios lighting practices in kitchen environment and interactive prototyping practice selected from the submitted assignments considering their quality originality and comprehensiveness The main emphasis of this paper is on the adaptation and implementation of the EC Guide tool and the ERM method through providing the experiences insights and suggestions of the graduate students who are also the co authors of the paper Based on that review major conclusions and findings are presented through comparing and contrasting these cases for the future development of the course

Beyond Greener Things Sustainability within Communication Design Practice Niki Wallace Robert Crocker This paper reviews contemporary communication design practice in Australia through a series of interviews with practitioners conducted to better understand the place of sustainability in contemporary practice It is especially concerned with the expectations and experience of designers and their attitudes toward sustainability in practice and the contrast between designing greener

things and establishing more sustainable outcomes for their clients through deeper collaboration The paper is part of a larger PhD project attempting to establish ways of expanding the understanding of sustainability for communication designers Craft and Design for Sustainability Leverage for Change Xiaofang Zhan Stuart Walker Traditional craft has been relegated to the margins in modern culture being perceived as out step with technological economic and societal progress However emergent research is rediscovering the nature of craft and its potential for contributing to design practice in conjunction with developments in science and technology Through the analyses of craft and sustainability strong connections are revealed as well as some incompatibilities The contribution of this paper is to a map a systemic view of craft and b establish a theoretical understanding of the relationship between craft and a holistic understanding of sustainability Drawing on recent research that proposes three areas of leverage for sustainability we argue that craft as a system of making knowing and being has significant potential to contribute actively and tangibly to the transitional conditions thereby serving as an agency for sustainable transformation Nature Inspired Organizational Design Framework for Open Collaboration Platform Development Sojung Kim Joon Sang Baek Over the last two decades for profit and not for profit organizations have increasingly adopted open collaboration such as open innovation and crowdsourcing as a strategy for innovation Information and communication technology ICT has played a major role in forming open collaboration communities but organizational design also needs to be considered to encourage the active participation and collaboration of actors Nonetheless organizational design aspect has seldom been addressed in developing open collaboration platforms In this research an organizational design framework for open collaboration was developed through a nature inspired design approach This framework suggests that the self organization mechanism of social insects provides inspirations for the design of the platform especially in terms of setting simple rules to induce behaviors of the actors and facilitating interactions among them Since the open collaboration strategy depends on external actors who are not in employment relationship an organization cannot force their contribution Accordingly the organization s capability to induce the spontaneous participation of actors is essential and it implies the potential role of designers in platform design based on a thorough understanding of actors We thus claim that designers can bring a new perspective to organizational design Open collaboration platforms serve as an exemplar in which designers contribute to the design of an organizational environment that fosters collaboration

How to be a Graphic Designer Without Losing Your Soul, 2nd Edition Adrian Shaughnessy, 2010-08-30 Graphic designers constantly complain that there is no career manual to guide them through the profession Adrian Shaughnessy draws on a wealth of experience to provide just such a handbook Aimed at the independent minded it addresses the concerns of young designers who want to earn a living by doing expressive and meaningful work and avoid becoming a hired drone working on soulless projects It offers straight talking advice on how to establish your design career and suggestions that you won t have been taught at college for running a successful business This revised edition contains all new chapters covering professional skills design thinking and global

trends including social responsibility ethics and the rise of digital culture Also included are interviews with leading designers Jonathan Barnbrook Sara De Bondt Stephen Doyle Ben Drury Paul Sahre Dmitri Siegel Sophie Thomas and Magnus Voll Mathiassen

Radical Graphics/Graphic Radicals Laurel Harper,1999-10 Today s highly accelerated visual culture a realm of converging media rapid technological advancement and unprecedented crossover among the arts popular culture and commerce compels the new breed of designer to create innovative visual languages radical graphics graphic radicals offers an unparalleled look at the work of those visionaries who are redefining graphic design in our era Book jacket

The Typographic Medium Kate Brideau,2021-10-19 An innovative examination of typography as a medium of communication rather than part of print or digital media Typography is everywhere and yet widely unnoticed When we read type we fail to see type In this book Kate Brideau considers typography not as part of print media or digital media but as a medium of communication itself able to transcend the life and death of particular technologies Examining the contradiction between typographic form often overlooked and function often overpowering Brideau argues that typography is made up not of letters but of shapes and that shape is existentially and technologically central to the typographic medium After considering what constitutes typographic form Brideau turns to typographic function and how it relates to form Examining typography s role in both the neurological and psychological aspects of reading she argues that typography s functions exceed reading typographic forms communicate but that communication is not limited to the content they carry To understand to what extent the design and operations of the typographic medium affect the way we perceive information Brideau warns we must understand the medium s own operational logic embodied in the full diversity of typographic forms Brideau discusses a range of topics from intellectual property protection for typefaces to Renaissance and Enlightenment ideal letterforms and draws on a wide variety of theoretical work including phenomenological ideas about comprehension German media archaeology and the media and communication theories of Vil m Flusser and others Hand drawn illustrations of typographic forms accompany the text

Academic and Professional Writing in an Age of Accountability Shirley Wilson Logan,Wayne H. Slater,2018-12-27 What current theoretical frameworks inform academic and professional writing What does research tell us about the effectiveness of academic and professional writing programs What do we know about existing best practices What are the current guidelines and procedures in evaluating a program s effectiveness What are the possibilities in regard to future research and changes to best practices in these programs in an age of accountability Editors Shirley Wilson Logan and Wayne H Slater bring together leading scholars in rhetoric and composition to consider the history trends and future of academic and professional writing in higher education through the lens of these five central questions The first two essays in the book provide a history of the academic and professional writing program at the University of Maryland Subsequent essays explore successes and challenges in the establishment and development of writing programs at four other major institutions identify the features of language that facilitate academic and professional communication look at the ways digital

practices in academic and professional writing have shaped how writers compose and respond to texts and examine the role of assessment in curriculum and pedagogy An afterword by distinguished rhetoric and composition scholars Jessica Enoch and Scott Wible offers perspectives on the future of academic and professional writing This collection takes stock of the historical rhetorical linguistic digital and evaluative aspects of the teaching of writing in higher education Among the critical issues addressed are how university writing programs were first established and what early challenges they faced where writing programs were housed and who administered them how the language backgrounds of composition students inform the way writing is taught the ways in which current writing technologies create new digital environments and how student learning and programmatic outcomes should be assessed

The Design History Reader Grace Lees-Maffei, Rebecca Houze, 2024-12-12 This revised and updated edition addresses the international history and practice of design from the 17th century to the present day Covering both primary texts by social theorists designers and design reformers and secondary texts in the form of key works of design history and design thinking the Reader provides an essential resource for understanding the history of design the development of the discipline and contemporary issues in design history and practice including decolonization sustainability historiography gender and globalization Extracts are grouped into thematic sections each with a contextualizing introduction by the editors and a guide to further reading The updated edition of The Design History Reader expands upon its original content and features numerous significant voices from across the globe Authors include William Morris Karl Marx Roland Barthes Victor Margolin Penny Sparke Judy Attfield Ellen Lupton and many more

Art of Illusion Dan Karlholm, 2006 To survey art history as a whole was a pressing task for a generation of German scholars around the mid nineteenth century Their projections of a historicist chain of artworks ranged from textual narratives without illustrations to separate picture compendia as well as images of a more allegorical kind Other means with which to picture art history as part of a virtually all encompassing cultural history were the museums of art erected in Germany at the time in Berlin and Munich especially This book deals with practices of representing art history in various media This includes post Hegelian texts and engravings of art history from the 1840s onwards by Franz Kugler Julius Schnorr and others In addition works of art of the late twentieth century by Andy Warhol Anselm Kiefer and others provide opportunities to speculate on the after effects and discursive traces of the old regime Extending the concept of historiography to include not just textual or institutional endeavours but a host of different images as well from reproductive prints to pop paintings and visual archives of the digital era this study is intended to contribute in new ways to a critical historiography of the field of art history and visual culture today

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