

Art Didactics and New Technologies in Primary School Field Practice. Augmented Reality Application for Multimodality

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Abstract

The role of Arts in nowadays education mostly has to do with specific tasks of structural analysis via field art activities. Traditional art methods and materials will always have their place in the curriculum and in art classes. Digital technologies, especially in the post covid era, have influenced both the education system in general and the artistic direction. The research question of the paper is how new technologies and applications are reinventing and reshaping art education. The use and the study of specific artworks is carried out in a way for the multisensory experience of contemporary cultural reality. The key is to find a true balance with the field art practice and the high-end tech integration. How can we address old school artworks and artistic content in a multimodal way? Can we address a class free lesson in school?

Keywords: augmented reality, education, application, arts, didactics