

How to edit his Wiki

Sprechstunden nach Vereinbarung felix.stalder AT zhdk.ch

(Post-)Digital Culture

"Technology is the active human interface with the material world

Its technology is how a society copes with physical reality: how people get and keep and cook food, how they clothe themselves, what their power sources are (animal? human? water? wind? electricity? other?) what they build with and what they build, their medicine — and so on and on. Perhaps very ethereal people aren't interested in these mundane, bodily matters, but I'm fascinated by them, and I think most of my readers are too." (Ursula K. Le Guin, A Rant About Technology, 2005)

Our current interfaces are failing us, presenting a distorted image of the world and generating distructive relations. This is, in part, a failure of imagination and aesthetics for being in the world differently.

Forschungsprojekte

Latent Spaces: Performing Ambiguous Data (2021-2024)

Creating Commons (2017-2020)

Unterrichtsmodule

MA Fine Arts, Major Artificial Studies

HS 2025/26

- Art and the Techno-Politics of AI

BA Fine Arts

FS 2025

- Art & Copyright, Module Minor “Exhibiting and publishing”
- Art & AI, joint module with ETH Computer Science
- Posthuman Photography, Theory Module

HS 2024

- Art and The Paradoxes of Copyright, Theory Module
- Commoning as Practice of Creation and Publication, Commoning als Arbeits- und Publikationspraxis. Context/Minor Module
- Kritik der Digitalität, Soziologische Perspektiven. Module Minor Critical Thinking

FS 2024

- What kind of AI do we want. Generative AI and normalization.
- Post-Human Photography and the Question of the Real.

HS 2023

Sabbatical

FS 2023

- Kunst + Künstliche Intelligenz, Z-Modul
- What kind of AI do we want. The Case of Generative AI. Bringing artistic and technological practices together, Digital Theory Module

HS 2022

- (post)digitales Kuratieren, Theorie Modul
- The Paradoxes of Copyright, Theory Module

FS 20222

- What kind of AI do we want? Bringing artistic and technological practices together, Digital Theory Module
- Art & Post-Human Photography. How to account for the real Digital Theory Module

HS 2021

- Art + Artifical Intelligence, Z-Modul
- Art & Post-Human Photography, Digital Theory Module

- Art + The Paradoxes of Copyright, Digital Theory Module

FS 2021

- Art and AI. Machine Visions, Digital Theory, Module
- Art and Appropriation, Digital Theory, Module

HS 2020/21

- Kunst + Künstliche Intelligenz, Z-Modul
- Digitale Ausstellungsformate, Theorie Modul
- Unlearning Copyright, 2020, theory module

FS 2020

- Art and AI -- How Machines Think (and See), II, Digital Theory, Module
- Praxis, 2. Semester, Praxismodul

HS 2019/20

- Cybernetics -- How Machines Think, I, Digital Theory, Module
- James Bridle -- How an Artists acts, Digital Theory, Module

FS 2019

- Commoning as artistic practice, Digital Theory, Module
- Praxis FS 2019

HS 2018/19

- Painted by Numbers: Leben in Quantifizierten Welten. Digitale Theorie, Modul
- Praxis GS18/19

FS 2018

- Appropriation in Art and Culture Digital Theory, Module
- Praxis GS18 Praxismodul Grundstudium

HS 2017/18

- Unlearning Copyright Digital Theory, Module
- Praxis GS17 Praxismodul Grundstudium

FS 2017

- Distributed Agency Praxis Modul, FS 2017

HS 2016/17

- Kybernetik & Neoliberalismus Digitale Theorie, Modul

Ältere Module

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