

Art as Science, Science as Art

Provost Brown Bag Lunch

February 13, 2018

New Research Opportunities!

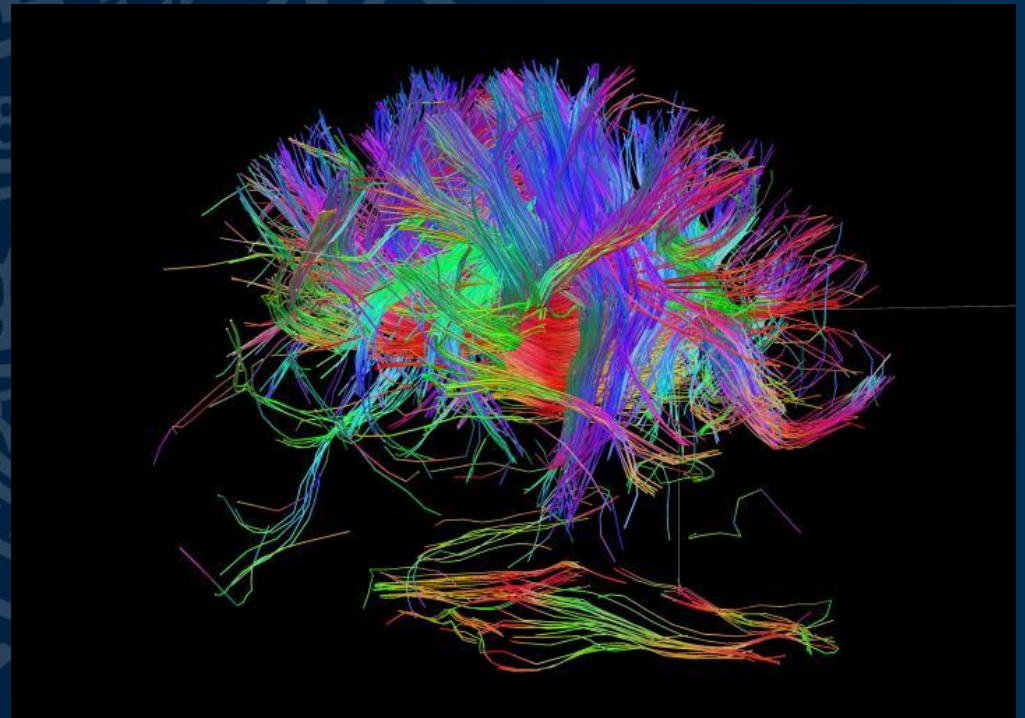
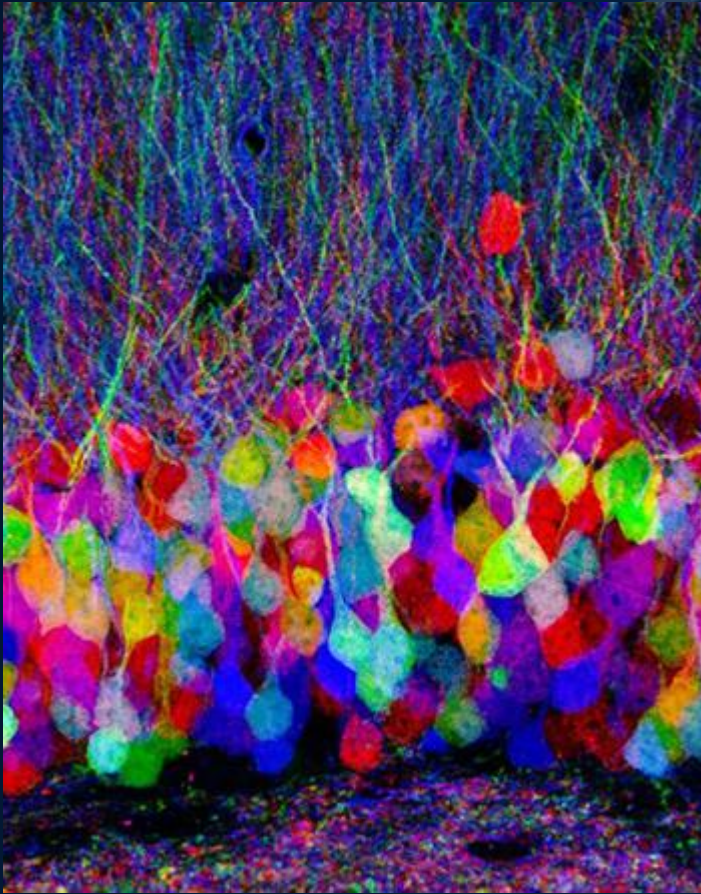


Ben Langford, BFA Photography, RISD

**“We all know that Art is not truth.
Art is a lie that makes us realize
truth, at least the truth that is
given us to understand. The artist
must know the manner whereby to
convince others of the
truthfulness of
his lies.”**

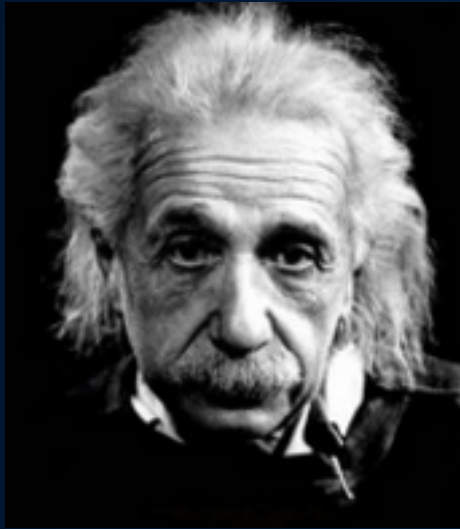
—Pablo Picasso





Harvard, Brain Science Initiative

Science



“The most beautiful thing we can experience is the mysterious. It is the source of all true art and all science. He to whom this emotion is a stranger, who can no longer pause to wonder and stand rapt in awe, is as good as dead: his eyes are closed.”

– Albert Einstein

Breaking Through


There's nothing quite like the rush that comes with making a true creative breakthrough. It can leave you giddy and breathless—almost suspended in the moment, as President **Rosanne Somerson** '76 ID points out on page 42.

Maybe the elation comes in part from how difficult it is to get there. When artists and designers step into the unknown in making something new, it takes effort—pushing, pulling, hitting the wall (or banging your head against it)—along with tenacity, perseverance and a true belief in process to transform ideas and imagination into tangible form. Curiosity, risk, experimentation and the sting of failure all play into it.

Ultimately, though, something shifts and there's a surge of excitement. Even if it doesn't come as a eureka-moment, the way forward becomes clear. Breakthroughs offer the reward of personal affirmation, satisfaction and renewal—and ideally, shared recognition from people who respond with their own sense of wonder.

In this issue, alumni of all ages and working in disparate disciplines help unpack the many ways in which breakthroughs are the elusive elixir of creative practice that keep them thirsty for more.

— *Liisa Silander*



RISD XYZ, Winter 2018



STEAM Projects

Examples and Funding Sources

Federal Funders

National Science Foundation

- Advancing Informal STEM Learning (AISL)
- Education & Human Resources Core Research (ECR)

National Endowment for the Arts

- Art Works – public
- Arts Learning – students

National Endowment for the Humanities

- Collaborative Research Grants

US Department of Education

- Promoting equitable access in teaching and learning

US Department of Agriculture

- HSI Education Grants Program

Foundation Funders

American Honda Foundation

- Youth education, with a focus on STEM subjects and the environment, characterized by the following qualities: imaginative, creative, forward-thinking, scientific, humanistic and innovative. (Awards: up to \$75,000)

ESA Foundation STEM Grant (Entertainment Software Association)

- Programs and services that utilize technology and/or computer and video games to educate America's youth and young adults. (Awards: up to \$50,000)

The Braitmayer Foundation

- Proposals utilizing innovative practices in K-12 education throughout the US; interested in PD opportunities for teachers (Awards: up to \$35,000)

Examples of STEAM Projects

Funder/Award	
NSF AISL \$1.23 million	<p>Project STEAM: University of Alaska Fairbanks Centered on the theme, "Colors of Nature" Optics and biology content to art-interested girls through art-infused science experiences</p>
NSF – Research Coordination Network planning grant \$50,000	<p>Sing About Science: University of Washington Uses music as a tool for engaging student interest and learning in biology. Students write and perform songs to reinforce learning of science content. The website offers songs, music videos, lesson plans, quizzes and links to research about the utility of music to learning and enhancing memory.</p>
NSF \$1.17 million (and) NEH \$35,000	<p>New York World’s Fair Project: University of Central Florida Uses 3D simulation of the 1964-65 fair as an educational tool to expand the understanding of science, technology, engineering, and mathematics. Discovery points afford opportunities for in-depth interaction with STEM. The PI is a historian working with new technologies.</p>
University of California, Davis	<p>The Art-Science Fusion Program: A campus-wide program that teaches science through the creation of public art. Specific projects on campus have included mosaic pillars featuring evolution, genomics, plant-microbe interactions, weeds, and food and farming. The project has also developed 9 undergraduate art-science fusion courses.</p>



KEAN

WORLD-CLASS EDUCATION