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Kenneth Reed



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Proceedings of the Fifth International Conference on Arts and Design Education (ICADE 2022) Juju Masunah, Tati Narawati, Yudi Sukmayadi, Zakarias S. Soeteja, Trianti Nugraheni, Rita Milyartini, Agus Budiman, 2023-09-27 This is an open access book The 5th INTERNATIONAL CONFERENCE ON ARTS AND DESIGN EDUCATION ICADE Digital Media Literacy and Mastery of Post pandemic in Arts and Design Education BACKGROUND The past year has been one of enormous turbulence and upheaval where nobody has been left untouched by the impact of the global pandemic even a great change has been forced upon artists and educators in their work creation process as well as learning and teaching practice What and how artists and educators have thought and gone through to keep their field sustained should be disseminated as a mutual learning to enhance our awareness on arts and design sustainability and role during pandemic ICADE 5 aims to bring together leading academic artists arts and design researchers and scholars to exchange and share their notion experiences and research results on all aspects of Digital Media Literacy and Mastery in Arts and Design education during pandemic and its urgencies after pandemics It also provides a premier interdisciplinary platform for arts and design researchers practitioners and educators to present and discuss the most recent innovations trends and concerns as well as practical challenges encountered and solutions adopted which involves digital media literacy or mastery in the fields of Arts and Design education The 5th International Conference on Arts and Design Education ICADE is a conference hosted by Faculty of Arts and Design Education Universitas Pendidikan Indonesia This conference will be held on September 22nd 2022 through Zoom Webinar ICADE has covered a broad range of topic on music dance drama visual arts visual communication design arts education film and television and multidiciplinary arts fields This conference scopes may pertain how artist designer or arts and design educators finally adapt and conquer digital media to support their work creation and studies activities during pandemic attitude changes toward art and design works creation best practice of art and design creation and studies during pandemic sorts of digital media which might be left or continuously used after pandemic what finally the digital media can t ever cover during pandemic even to this moment post

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