This course explores the world of images, from classic photographs to digital images and virtual reality, analyzing how contemporary outputs are culturally rooted in traditional visual representations, although they may seem very far from them. Today we entertain a relationship with images which is physical and multisensory: virtual realities, videogames are immersive and involve far more than a sight experience. Touch conditions the form of images which, in a way, are also literally ‘digital’, as fingers’ abilities are crucial for interactivity. We need to discover the ‘archeology’ and the archives that ground contemporary visual culture, in order to understand it.

The first unit (July 4–8), entitled "Post-photography and affect", deals with the use of post-photographic images in terms of affecting, making believe, self-representation, while the second unit (July 11–15), entitled "Operational images", investigates the new, algorithmic agency of the image itself, especially in the digital immersive environment of VR and videogames.

Exam
The final examination consists of a written test concerning the course topics and testing knowledge and skills acquired by students, with particular focus on concepts and examples. The test will consist in three open questions:
1) a case study analysis (one from those presented during classes or a new one);
2) discussion of a topic related to the first teaching unit;
3) discussion of a topic related to the second teaching unit.

Reading list