Achievements and lessons learned from Avatars of Human Creativity: Exploring the ArtSci Connect Barb Glassey, Catherine Arseneau and Katherine Jones, Cape Breton University

Introduction



This project united scientists, artists, students and the public at the intersection of art and science, and the Mi'kmaq guiding principle of *Etuaptmumk*, or Two-Eyed Seeing, which brings together Indigenous knowledge and Western science. We used this guiding principle to address how Indigenous art intersects with science by connecting contributors of aboriginal identity and heritage through cross-cultural exchange. During Fall 2017, we explored these connections through 3 methods of delivery:

1. ARTSCI Gallery Exhibit - highlighted real-world examples of the use of art in science and technology

. ARTSCI STEAM Conference featured invited speakers and panel discussions that focused on the value of collaborative and cultural concepts

3. BioArt Workshops engaged the broader public, students and faculty, to explore science concepts and methodologies integrated with visual arts techniques

Our primary goal was to explore creative interdisciplinary and transcultural connections at the intersection of art and science.

ARTSCI Gallery Exhibit

The ArtSci Exhibit featured three contemporary artists whose practices are informed by the natural world and intersect with science: **Jordan Bennett**, **Jennifer Willet** and **E. Goluch**.

Reach of the Exhibit:

engaged students through internship, volunteer, and work placements

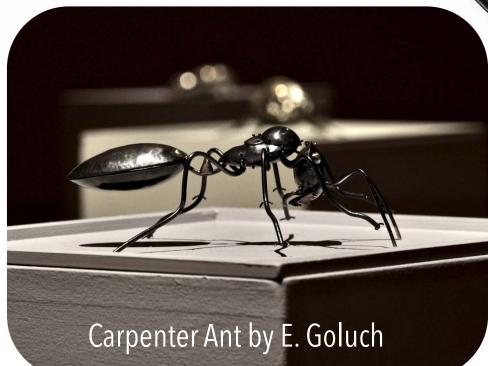
• built capacity through shared networks e.g. Inverness County Centre for the Arts (ICCA), The Art Room (New Dawn Centre for Social Innovation), ACAP Cape Breton and The Lumiére Arts Festival Association

enhanced community and transdisciplinary learning experiences (e.g. Cape Breton Naturalists Society, Girl Guides, SPEC Drama Group, CBU courses: The Art and Science of Environmental Studies, Cell and Molecular Biology, Reading and Writing about Science, Reading and Writing about Media and Culture)









ARTSCI STEAM Conference

The ArtSci STEAM Conference explored the connections between art and science by focusing on the visual arts as they exist in the STEM fields, creating "STEAM" (Science, Technology, Engineering, Arts and Mathematics).

The principle of Two-Eyed Seeing shaped the discussion of how we can more holistically integrate scientific inquiry and creative expression.

Conference Photos (top to bottom): 1) **Elder Albert Marshall** giving the opening address. He articulated the hope that the intersection of art and science can be seen in a similar light to the blending of Indigenous and Western worldviews inherent in Two-Eyed-Seeing. 2) Keynote speaker **Dr. Andrew Pelling** speaking about how his

panelists Alan Syliboy, Elder Albert Marshall and Jordan Bennett.
4) Invited speakers and organizers. Back Row: Alan Syliboy, Dr. Arja
Vainio-Mattila, Dr. Barb Glassey, Elder Albert Marshall, Andrew

Pelling, Jordan Bennett, Greg Davies. Front Row: Dr. Sally

interdisciplinary lab fosters curiosity and creativity. 3) Invited speakers and

McKay, Catherine Arseneau, Mireille Bourgeois, Elizabeth Goluch, Dr. Dana Mount, Dr. Jennifer Willet. (missing: Gerald Gloade, Dr. Katherine Jones)









BioArt Workshops

BioArt Workshops highlighted the place of the arts in shaping and reflecting environmental values. They provided opportunities for handson learning, and encouraged transdisciplinary research through hybridized laboratory practices.

The Cape Breton Yeast Workshop took place in a traditional science laboratory. Below, Jennifer Willet explains how to cultivate samples of yeast from the local environment (bottom left); yeast was grown on historical images of Industrial Cape Breton and participants' works were displayed in the Art Gallery (2nd from left). The Great Lakes Algae Organ Workshop took place in the Gallery. Dr. Willet's Algae Organ serves as a portable lab for education, workshops, and tasting. Participants learned how to cultivate *Spirulina*, engage in algae microscopy, taste test *Spirulina*, and create BioArt (bottom right photos).







Achievements and Lessons Learned/Going Forward

- These activities: 1) inspired the mobilization of research and practice that enhanced art through the incorporation of science and science through art, 2) helped delegates learn how to integrate artistic practices in teaching and learning curricula in the STEM fields.
- We learned that it is useful to merge art and science through non-traditional uses of spaces (e.g. art in science labs, and science in the art gallery), and that the dialogue surrounding the interconnectedness of art, science, technology, and the natural world is deepened through a holistic approach that incorporates the principle of Two-Eyed Seeing.
- SNAPPER videos were created for 4 artists (**G. Gloade**, **J. Willet**, **J. Bennett**, and **E. Goluch**) to leave a virtual legacy of these ArtSci/STEAM/BioArt activities that explored the connections of art, science, technology, and the natural world to the creative process and learning.
- The ArtSci icon (center) was commissioned from **Gerald Gloade** to celebrate the achievements of the ArtSci initiatives. It resonates the interconnectedness of art, science and the principle of Two-Eyed Seeing. The iconography incorporates artistic renditions of "Skull Stories" (**J. Bennett**), the Great Lakes Algae Organ (**J. Willet**), and the Harlequin Bug/Cabbage Bug/Shield Bug (**E. Goluch**) created in Gerald's digital style of artwork. It also incorporates the Two-Eyed Seeing symbol, used with permission (C. Bartlett).

Acknowledgments





