

Online Teaching and Experience Art & Culture During Coronavirus and Beyond

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Abstract

In the past, we enjoy a bloom of arts activity across all media—performances, visual art, movies; you name it. While the world grapples with containing Coronavirus (COVID-19), the way we typically participate in the arts is changing. In this paper, some of the main activities related to learning and experiencing art and culture will be briefly described. Some of them are,

- Visit museums/galleries from all over the world from home. Rega Oktaviana, an FSRD Graduate Student, has experimented on a virtual art exhibition. At the same time, Muhammad Ari Kurniawan at festivo.co has tested with a virtual tour (<https://m-ari19.github.io/TourAnalytics/>) and can be used as an art exhibition.
- Embrace technology for virtual gallery exhibitions & art experiences.
- Post-Pandemic Teaching will possibly see not only hybrid models but also the realms of traditional educational delivery systems. Hybrid models may integrate the teaching process and community engagements to get creative / build community and participate online by following hashtags.

It's Online

Physical distancing raises profound questions of culture, faith, and family. Coming together affords comfort during times of crisis. At the same time, physical distancing affects rights, art [1][3], culture, and economics [6]. How are the fundamental values of health, rights, art, culture, and economics balanced in times of crisis? Although there is no clear answer, there are guideposts: adopt rigorous scientific standards based on the best available evidence, make decisions transparently and fairly, and adopt the least restrictive measures needed to protect the public's health [5][7][8].

Physical distancing is a growing reality. Caring for the most vulnerable will be a crucial measure of humanity [7]. Pandemic forces anyone to do things while maintaining some distances [8] in commerce [6], sport[2], meetings, teaching [9], including in art, culture, and design [1][3][10]. For some, pandemic brings benefits, such as more extensive trade transactions and large participants' webinars. We may notice that not all of these activities run smoothly; some are the adjustment/curation of online arts [3][4], stress in sports martial arts [2].

In the past, we enjoy a bloom of arts activity across all media—performances, visual art, movies; you name it. While the world grapples with containing Coronavirus (COVID-19), the way we typically participate in the arts is changing. Here are just a few different ways you can be a cultural and artistic participant from your couch while sheltering-in-place.

Experiencing Art & Culture

Visit museums/galleries from all over the world from home. You can become a virtual globetrotter and see exhibits, arts, and learning materials from over 1,200 thousand museums worldwide with Google Arts and Culture. If you have ever groaned at the crowd around a painting or a barrier in front of a work of art, you can now celebrate the ability to zoom in on one artwork and see more deeply than you would be able to in-person. In addition to digitizing over a thousand museums, the Google Arts and Culture initiative allows you to virtually walk historic sites and "choose your own adventure" for how you explore and navigate the site.

As social distancing lock us down, we can still live stream gallery visits and artist talks. Another right way to get a cultural fix and to support artists at the same time is to participate in digital thesis shows. Follow individual art school websites to see digital thesis shows pop up; we can also follow art schools' social media account to see their exhibitions. We may find a wide variety of arts-based podcasts or youtube videos online. There are podcasts specifically for artists, too. One current favorite is MET Curator Kimberly Drew about art and radical accessibility.

Post-Pandemic Teaching

The exponential rise of online and distance learning programs in the aftermath of COVID-19 is dramatically rewriting the rulebook on the creation and dissemination of knowledge in the post-pandemic world. It causes educators to reevaluate the idea of teaching by locating it in a more abstract, virtual space as compared to the physical classrooms that students have been more familiar with in the past [10][11][15].

Post-pandemic teaching for more traditional knowledge/skills may be sufficiently performed by MOOC Moodle or hybrid models [16][17]. For art and culture, the 'new normal' will possibly see not only hybrid models, but it will also go beyond the realms of traditional educational delivery systems. The post-pandemic teaching processes may bridge social classes, breaking down age barriers, crossing state and national borders, and redefining what it means to be a 'learner.'

It will be able to provide the students of today with the tools, skills, and resilience that they will need not only to create a job for themselves in the post-COVID-19 economy but also to manage the crises of the future – which will be many. Though technology enables, it can be limiting too [11].

An interesting approach would be hybrid models that integrate teaching processes and community engagement activities, such as,

- **Get creative and build community.** As an artist, while social distancing, the mandated time away can be used to dive deeper into a project or new idea. You can also use this time to break from your regular routines and experiment with new working methods. If you are looking for ways to shake things up and get your ideas moving, you can participate in the Artwork Archive's challenge; or make Indonesian owned Artwork Archive's challenge. Prompts can take the pressure of you to produce creatively. Try giving yourself both creative constraints and total freedom and see what you create! Try to be creative in a different way or through another medium. You can also use this time to discover working artists and find styles or mediums you like to draw inspiration. Looking at another artist's technique or subject matter can help you think about using methods, materials, or subjects in your work [15].

- **Online Art Communities - Participate online by following hashtags.** Research has shown that viewing art can reduce stress and anxiety and boost motivation and moods during stressful times. Some museums/galleries closures are stepping up their game to create ongoing virtual content for their visitors. The Museum of the City of New York created the hashtag **#MuseumMomentofZen** on Twitter and Instagram to share imagery and artworks online. Since starting the hashtag, over 75 museums/galleries have engaged and are sharing impressive paintings, as well as architectural and archival images. Natural history, science, and nature museums, like the Field Museum in Chicago, also use the hashtag. Artwork Archive rolled out **#artistsunitechallenge** over Instagram. Each day they prompt viewers and artists to get creative and engage each other with the daily challenges. It hopes to help you make your social media feed one of hope, compassion, and connectedness at this time, rather than fear and anxiety.

Practical Tools

Spatial representation seems vital in art and culture, and thus, transformation to the cyber world requires maintaining such spatial nuances. Businesses of any kind, whether real estate, marketing, or tourism, including art and culture, can retain visitors' attention with the help of virtual tour technology to keep spatial nuances [12][13][14]. An entrepreneur can generate meaningful customer interaction by offering a realistic depiction of the product. Virtual tour technology offers ease-of-access and proves to be a time-saving tool. Nowadays, internet users find irresistibility with virtual tour app. So if one employs attractive virtual tour software for the product, it holds the capacity to elevate the number of viewers every day. The following us some of the free, open-source virtual tour software provided the in-depth knowledge and understanding of the top-quality virtual tour software, namely,

- Lapentor (free) <https://www.goodfirms.co/software/lapentor> - Lapentor is the free virtual tour creator software that will make the virtual tour interactive and informative on the product/business. This tool helps bring out the best of the photo and hide the unnecessary flaws in your presentations. It offers themes stylishly and consistently. It is a cloud-based tool that holds a user-friendly interface. You can customize this app and can effortlessly showcase your 360-degree content. This app can easily create virtual tours for any project. With this creative virtual tour, all the professionals like editors, photographers, and writers can be assisted in a meaningful way.
- OpenSpace3D (free and open-source) <https://www.openspace3d.com/> - If you are looking for free and open-source virtual tour software for your product/business, then OpenSpace3D is the apt option. This incredible tool has a portable version. It allows the development of virtual and augmented reality projects.
- Marzipano (free and open-source) <https://www.marzipano.net/> - Marzipano is the free and open-source virtual tour software that provides 360-degree media viewer for the modern web. It supports all types of major desktop browsers and mobile devices. From a set of panoramas, you can generate a virtual tour for your organization.
- Makevt (free) <https://makevt.com/> - Makevt is the free virtual tour software that you will find for your panoramas. You can create an amazing sense of presence with your tours. This cloud service is easy to start and simple to grow. It is an easy way to create and publish the virtual tour of your product/business.
- Vtility (free) <http://www.vtility.net/> - You can create an online virtual tour for every purpose with this free virtual tour app. Without any special equipment or software packages, you can create virtual tour online for real estate, education, art, culture, and business. You can create a

free online virtual tour from anywhere and update them anytime. It is apt for interactive plans, panoramic views, product tours, and walkthroughs.

- Paneek (free) <https://www.paneek.net/#/home> - Paneek is free virtual tour software for real estate. You can promote your tours by creating virtual tours with this app. Rather than hiring a professional photographer or programmer, you can employ this app which you will find cheaper. Without programming skills, you can have virtual tours of any place.
- Panaroo (free) <https://panaroo.com/> - Panaroo is the free virtual tour creator that provides 360-degree virtual tour software for busy people. Easily you can produce engaging VR experiences. For busy people, this virtual tour tool is apt. You can have a unique virtual tour with this technology.
- eyespy360 (free) <https://www.eyespy360.com/en/> - If you are looking for the world's leading 360 virtual tour platform, then EyeSpy360 will surely prove to be beneficial for you. It is free virtual tour creator software that can create your virtual tours in minutes. It serves as the revolutionary tool that will help you to create panoramas for virtual tours.
- Matterport 3D Showcase (free) <https://matterport.com/industries/real-estate/virtual-tours> - Matterport 3D Showcase holds the industry-leading features to make 3D content. It is a free virtual tour software that helps in enhancing and distributing 3D content. The easiest way to create the immersive 3D models is Matterport Cloud 3.0 You can capture, create, and display with this tool. This 3D model provides you many prospects.
- 3DVista Virtual Tour Pro (free) <https://www.3dvista.com/en/products/virtualtour> - 3DVista Virtual Tour Pro is the professional virtual tour software leading in panoramic and VR innovation. It is a free virtual tour creator software compatible with panoramas from all 360-degree and DSLR (digital single-lens reflex) cameras. This solution provides floor plans, hosting services, and mobile apps facility. With this tool, you will enjoy fascinating panoramas and virtual reality content. It will offer you floor plans and pictures along with the designing and coding of the interface.

For those in Indonesia, it turns out that several experiments that may lead to online art/culture exhibitions, some of them are,

- Rega Oktaviana, An FSRD Graduate Student, in his past time, developing an online exhibition platform. His art background did not prevent him from creating an online exhibition platform.
- Muhammad Ari Kurniawan at [festivo.co](https://m-ari19.github.io/TourAnalytics/) has experimented with a virtual tour (<https://m-ari19.github.io/TourAnalytics/>) and can be used for an art exhibition. Ari Kurniawan has taken many steps to develop online exhibitions with a game programming background, especially for the real estate/housing world. The approach may be adopted in art & culture, which requires spatial representation in its exhibition.

Summary

This paper presents possible teaching and experiencing art and culture during coronavirus pandemic and beyond. It is now possible to visit museums/galleries from all over the world from home. One can become a virtual globetrotter and see exhibits, arts, and learning materials from over 1,200 thousand museums worldwide with Google Arts and Culture. Also, there are many arts-based podcasts or youtube videos online. For the artist, one current favorite is MET Curator Kimberly Drew about art and radical accessibility.

Thus, an artist must transform their product into a digital platform. This paper reviews some of the tools to enable digital or web-based virtual art exhibitions and some of the Indonesian, namely, Rega Octaviana and Muhammad Ari Kurniawan, who attempt to build one.

Teaching models in the 'new normal' will possibly see not only hybrid models; it will also be able to go beyond the realms of traditional educational delivery systems. An interesting approach would be hybrid models that integrate teaching processes and community engagement activities, such as getting creative / build community and participating online by following hashtags.

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