SJSU | ART AND ART HISTORY

# San José State University
# Department of Art & Art History
# Art 75, Intro to Digital Video Art, Section 1, Fall 2017

## Course and Contact Information

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| **Instructor:** | Wes Modes |
| **Office Location:** | Art 311 |
| **Telephone:** | 831-704-6690 (text preferred) |
| **Email:** | wesley.modes@sjsu.edu |
| **Office Hours:** | Tuesday Noon - 1:00PM or by appointment |
| **Class Days/Time:** | Tuesday & Thursday 9:00AM - 11:50AM |
| **Classroom:** | Art 237 |
| **Prerequisites:** | ART 74 or permission of instructor is required. |
| **Department Office:** | Art 116 |
| **Department Contact:** | Website: www.sjsu.edu/art, Email: art@sjsu.edu |

## Course Format

This is a technology intensive workshop class. Lectures and labs are essential and required. Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on Canvas Leaning Management System course login website at http://sjsu.instructure.com. You are responsible for regularly checking Canvas and your email for updates.

## Course Description

Art 75 covers fundamental theories and methods for the production of video in the age of digital media. Including: web video, narrative / non-narratives, surveillance, post production, special effects, augmented reality and network distribution. The course emphasizes experimental approaches to video creation, production with the Internet being the means of context, distribution, and discourse. ART 74 or permission of instructor is required.

## Course Learning Outcomes (CLO)

The class will focus on experimentation with digital video techniques and processes informed by digital networks, personal audio/video recording and mobile computing. The course will address development of appropriate conceptual strategies for artistic production.

A contemporary critical and theoretical perspective will be stressed. Projects will be presented using the Internet as the primary means of documentation as a rapidly evolving medium of video.

Upon successful completion of this course, students will be able to:

- Decipher and interpret video as a language and contextualized from the history of moving images.
- Differentiate and produce both narrative and non-narrative based videos.
- Develop a basic website that include web sites with text & image assets.
- Devise and create more advanced websites, including slideshow content, video players, and Javascript interfaces
- Use non-linear video editing software to edit, compose and master digital video
- Recognize and practice simple camera and camera phone recording techniques.
- Distinguish between and demonstrate effective use of surveillance, timelapse and video capturing systems
- Plan and practice manipulating video with post-production techniques including code driven image creation
- Articulate what it means for video to function in new and powerful ways unique to the era of digital media, interactivity, smart phones, YouTube, and the Internet.

## Required Texts/Readings

### Textbook

No required textbook.

### Other Readings

Readings will be handed out over the course of the semester

### Other technology requirements / equipment / material

- Laptop
- Basic media software including Adobe Premiere
- Your SJSU wireless account
- Video camera (either smartphone of standalone camera)
- Media for camera

## Library Liaison

Elisabeth Thomas (elisabeth.thomas@sjsu.edu)
Website: *http://libguides.sjsu.edu/collectiondevelopment/CDhumanities*

## Course Requirements and Assignments

### Project 1: Narrative, Non-Narrative and Digital Media

Make several web pages with a collection of short movies that allows you to create a series of clips following a common theme. The collection will demonstrate various techniques and conceptual processes in a simple proof of concept approach. Emphasis will be on the different forms in which a narrative or non-narratives can be constructed.

**Project 2: Surveillance & POV**

Use the ever-expanding presence of surveillance technologies to create a series of video piece(s). Focus on the use of cameras and computers as data gathering devices as well as the parallel film traditions of the 'Point of View' perspective, and documentary aesthetic. Class themed project will be considered.

**Project 3: Paradox, Simulation, Interface & and Code-Driven production**

Design a piece around the use of custom software, to create a composition that incorporates ideas of simulation, illusion, paradox and the 'sexiness' of special effect techniques. Create a final presentation utilizing some interactive way of viewing the video with a JavaScript interface,

**Project 4: Final Project**

This Project will be based on the previous projects and in-class exercises, where a more refined approach will be given to the work. Opportunities for collaborative and class-wide approach are optional.

**Project 5: Video Blog**

You will be asked to create a series of video blogs over the semester building on a specific theme and approach. In the project you will start with something simple, and then evolve and improve it over time.

## Grading Information

Students are responsible for all of the material presented in class. All assignments must be presented on the due date. Late assignments will be accepted no more than 2 weeks after the due date, but with a letter grade reduction and no class critique. Students are expected to meet with the instructor to review progress and discuss individual approaches.

**Grading Criteria:**

**All assignments are graded considering the following criteria:**
    A. Skill in planning, creating comps, and demoing
    B. Formal and technical achievement
    C. Innovation and conceptual approach
    D. Extra credit (research, field work) may be awarded for extraordinary effort and results.

**Assignment Percentages for total grade:**

**75%    Projects**

    All Projects will be evaluated on the basis of planning skills, technical achievement and conceptual approach. (Project 1 - 11% , Project 2 - 11%, Project 3 - 15%, Project 4 - 16%, Project 5 – 22%)

**15%    Web Development, Documentation & Portfolio**

    This will be an online web portfolio site to share your projects and how they were done. You will also be asked to improve your use of HTML/CSS/Javascript, libraries, and other advanced HTML approached to your documentation. This will also include an artist statement that talks about your approach to your work and each assignment. There will be 3 milestone documentation reviews where specific web requirements must be met, and used in your portfolio.

**10%    Class Participation**

This will be evaluated on attendance, engagement with class critiques and reading, discussions, field trips, e-mail list correspondence, and helping others.

## Classroom Expectations

**--Attendance and Behavior:**

Students are required to show up to class on time and conduct themselves professionally. You are welcome to use your electronic devices in class for note-taking, research, or experimentation. Please do not let these become a distraction for you or your classmates. Please do not text, web surf, or use social media outside of class context. Students who can not honor these requirements will be asked to leave.

**--Readings, Discussions:**

There will be reading assignments related to the projects given out over the semester. We will have class discussions about the material. Remember, simply reading the material is not enough, you have to communicate your thoughts on the matter in class.

**--Participation:**

The instructor values your skills, experience, and interests. Your views are important and we want to hear them. Involvement in the readings, discussions, critiques, class collaborations, field trips and final presentations are part of your participation grade and critical for each student and the class to thrive.

**--Collaboration:**

We encourage collaboration and building a community of collaborators. Don't be afraid to ask for and offer help! Explaining what you have learned to fellow students can help solidify what you've learned. Students must collaborate with each other on the several of the group projects. Students doing collaborative projects must plan out and document what their roles and accomplishments are in the project so as to be graded individually in terms of both their technical and conceptual skills. The instructor must approve all collaborations before the assignment is due.

**--Communicate**

Be honest and clear about where you are at, what you know and need to know, and what you've accomplished (or not). Ask for what you need to succeed. Bring up issues before they become problems, and allow us all to work together as a team to solve them.

**--Support**

We each bring different strengths and weaknesses. Working collaboratively, we support and teach each other in areas where we are not as strong.

**--Commit**

Take on tasks, set realistic goals, and accomplish them, especially in group projects.

**--Field trips:**

We might be going offsite at least once, and these events goes toward either you project planning and or your participation grade.

**--Laboratory Access:**

Building access cards will be available for weekend and night access. All lab policies must be observed at all times. Access times are posted on lab doors.
Emergency phone: 911, Escort Service: 42222
Americans with Disabilities Act Individuals with disabilities may contact the Disability Resource Center on campus, 924-6000.

## University Policies

### Academic integrity

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The University's Academic Integrity policy, located at http://www.sjsu.edu/senate/S07-2.htm, requires you to be honest in all your academic course work. Faculty members are required to report all infractions to the office of Student Conduct and Ethical Development. The Student Conduct and Ethical Development website is available at http://www.sjsu.edu/studentconduct/.

Instances of academic dishonesty will not be tolerated. Cheating on exams or plagiarism (presenting the work of another as your own, or the use of another person's ideas without giving proper credit) will result in a failing grade and sanctions by the University. For this class, all assignments are to be completed by the individual student unless otherwise specified. If you would like to include your assignment or any material you have submitted, or plan to submit for another class, please note that SJSU's Academic Policy S07-2 requires approval of instructors.

### Campus Policy in Compliance with the American Disabilities Act

If you need course adaptations or accommodations because of a disability, or if you need to make special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible, or see me during office hours. Presidential Directive 97-03 requires that students with disabilities requesting accommodations must register with the Disability Resource Center (DRC) at http://www.drc.sjsu.edu/ to establish a record of their disability.

### Student Technology Resources

Computer labs for student use are available in the Academic Success Center located on the 1st floor of Clark Hall and on the 2nd floor of the Student Union. Additional computer labs may be available in your department/college. Computers are also available in the Martin Luther King Library. A wide variety of audio-visual equipment is available for student checkout from Media Services located in IRC 112. These items include digital and VHS camcorders, VHS and Beta video players, 16 mm, slide, overhead, DVD, CD, and audiotape players, sound systems, wireless microphones, projection screens and monitors.

# Art 75 / Intro to Digital Video Art, Fall 2017
# Course Schedule

This is the current schedule for the class, check on Canvas for the latest changes and updates to this list. The instructor will let you know when there are changes in the schedule.

**Course Schedule**

| Week | Date | Topics, Readings, Assignments, Deadlines |
|------|------|------------------------------------------|
| 1 | Aug 24 | First day, overview of class, intro Reading #1, group exercise |
| 2 | Aug 29 | Discuss Readings # 1, share videos, Intro Project 1 |
| 2 | Aug 31 | Lecture/demo/lab |
| 3 | Sep 5 | Show progress on Project 1 |
| 3 | Sep 7 | Lecture/demo/lab |
| 4 | Sep 12 | Show progress on Project 1 |
| 4 | Sep 14 | Lecture/demo/lab |
| 5 | Sep 19 | Project 1 is Due & Critique, Intro Project 2 |
| 5 | Sep 21 | Discuss Readings # 2 Lecture/demo P2 |
| 6 | Sep 26 | Lecture/demo/lab |
| 6 | Sep 28 | Lecture/Demo/Lab |
| 7 | Oct 3 | Show progress on Project 2 |
| 7 | Oct 5 | Lecture/Demo/Lab |
| 8 | Oct 10 | Project 2 is due & Critique Intro Project 3 |
| 8 | Oct 12 | More on Project 3, Lecture/demo |
| 9 | Oct 17 | Lecture/Demo/Lab |
| 9 | Oct 19 | - Lecture/Demo/Lab -- Intro Project 4 |
| 10 | Oct 24 | - Lecture/Demo/Lab |
| 10 | Oct 26 | Project 3 is due & Critique Intro Project 4 |
| 11 | Oct 31 | Discuss Readings # 3 Lecture/demo |
| 11 | Nov 2 | Show progress on Project 4 |
| 12 | Nov 7 | Intro Final Project and Lab |
| 12 | Nov 9 | Discuss Final Project |
| 13 | Nov 14 | Project 4 is due & Critique |
| 13 | Nov 16 | Present Plan for Final Project |
| 14 | Nov 21 | lab |
| 14 | Nov 23 | Show progress on Final Project & lab |
| 15 | Nov 28 | Show progress on Final Project & lab |
| 15 | Nov 30 | Final Project Presentation and all class work due |

| 16 | Dec 5 | 1 on 1 Conference day -- no class |
|----|-------|-----------------------------------|
| 16 | Dec 7 | Official Date of Final @ 9:45am |