San José State University
Department of Art & Art History
Art 75, Intro to Digital Video Art, Section 02, Fall 2017

Course and Contact Information

Instructor:	Lark Buckingham
Office Location:	Art 237
Telephone:	N/A
Email:	Lark.buckingham@sjsu.edu
Office Hours:	Wednesday 12-1:00PM or by appointment
Class Days/Time:	Monday and Wednesday 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

This studio workshop course is an in-depth study of video as an art form. Students will explore variable concepts and processes for making digital video art, such as experimental video, experimental animation, Net Art, as well as other hybrid experimental forms for contemporary practices of video. The course emphasizes experimental approaches to video production in the context of the Internet, exploring fundamental properties that distinguish New Media practices. Pre-requisite/co-enrollment in ART 74 or permission of instructor is required. Artistic voice is emphasized over technical skills.

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. A contemporary critical and theoretical perspective will be stressed. Projects will be presented using the Internet as the primary means of documentation as the 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.
- Understand current movements in Digital Video and New Media Art
- Be familiar with basic concepts in creating both narrative and non-narrative based videos.
- Develop a basic website that includes text & image assets.
- Use non-linear video editing software to edit and master digital video
- Recognize and practice simple camera and camera-phone recording techniques.
- Create animations using various techniques and styles
- Plan and practice manipulating video in post-production, 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.
- Complete 4 original art projects exploring the visual and conceptual language of New Media Art

Required Texts/Readings

Textbook

No required textbook.

Other Readings

Readings will be available on the class website in pdf format.

Other technology requirements / equipment / material

- External Hard-Drive: Students will need an external hard-drive for this course. Recommended brands are Lacie, Seagate, and G-Tech.
  - o Make sure you save a copy of your projects on your hard-drive, do not leave projects on lab computers.
- Students are highly encouraged to have a laptop for this course, with basic media software installed including Adobe Premiere, After Effects, Photoshop and Illustrator
  - o Instructions for installing Adobe CC: http://its.sjsu.edu/services/software/adobe/index.html
- Your SJSU wireless account
- Video camera (either smartphone or standalone camera with SD card)
  - o If using a smartphone, students will need to download Filmic Pro or comparable app that allows for HD video capture
- Headphones

***No late projects will be accepted due to student inability to reserve or use the equipment for their projects

Library Liaison

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

Course Requirements and Assignments

- There are four main projects for this course (three individual projects and one group project), in addition to smaller assignments/exercises.
- Students are required to post 1-2 paragraph responses to assigned readings in the Canvas class blog.

- Students will also be responsible for creating an artists portfolio website for displaying/documenting class projects, including artists statements.

Project 1: Non-Narrative Video

Make several linked web pages with a collection (2-5) of short movies following a common theme. The collection will demonstrate various techniques and processes in a simple proof of concept approach. Emphasis will be on the different forms in which non-narrative meaning can be constructed—including abstraction, montage, sampling of existing material, and documentation of events/performances.

Project 2: Experimental Narratives

Create an experimental narrative piece—either single-channel video or hyperlinked segments—with a total of no more than 5 minutes of edited video. Students are encouraged to explore the use of surveillance technologies, nonlinear storytelling and other "breaks" from narrative conventions, eLit (electronic literature), performance, autoethnography, and approaches to experimental documentary filmmaking.

Project 3: Net Art (group project)

Design a Net Art piece that includes animation and special effects. Create a final presentation with some interactive way of experiencing the piece with a JavaScript (P5.JS) interface. Emphasis is on Net Art as Tactical Media, critical/queer re-imagining of game design & interactivity, and the aesthetics of hauntology on the web. This is a group project. Students may work in groups 2-4 people. Larger groups will be expected to produce more elaborate projects.

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.

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 - 15% , Project 2 - 15%, Project 3 - 15%, Final Project - 20%, In-class exercises 10%)

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 engagement with class critiques, reading, blog responses, 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 and in blog responses.

--Participate

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.

--Collaborate

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 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 go toward either your 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 23	Course introduction & overview of syllabus. Introductions Blog registration, phone/camera setup Reading #1 Kate Horsfield, "Busting the Tube: A Brief History of Video Art"
2	Aug 28	Introduction to Video Art History & Performance Art Tutorial in Adobe Premiere Pro and in-class exercise Introduce Project 1: Non-Narrative Video **Due:** Blog post for Reading #1 Horsfield
2	Aug 30	Video Art History & Performance Art (continued) Premiere Pro in-class exercise Reading #2 Mark Tribe "Defining New Media"
3	Sep 4	No class (Labor Day)
3	Sep 6	Introduction to New Media Premiere Pro advanced features tutorial **Due:** Blog post for Reading #2 Tribe **Due:** Ideas for the first project (each student must come to class with sketches, research notes, and concepts they are interested in)
4	Sep 11	Intro to New Media (continued) HTML/CSS tutorial and in-class exercise **Due:** Show progress on Project 1
4	Sep 13	New Media and Surveillance HTML/CSS (continued) and problem shooting in Premiere Lab (work on Project 1)

5	Sep 18	Critique Day → Student presentation of projects **Due:** Project 1 (post class projects on Canvas before coming to class)
5	Sep 20	Critique (cont). Introduce Project #2: Experimental Narratives Reading #3: TBA – possibly a gallery visit / screening
6	Sep 25	Introduction to Experimental Narrative Art, Digital Storytelling, & Autoethnography Tutorial in storyboarding & recording sound Sceenings — look at examples of experimental narrative form **Due**: Blog post for Reading #3
6	Sep 27	Experimental Narrative Art (cont) Tutorial in shooting with DSLR cameras, in-class exercise **Due:** Website portfolios including first project with artists' statement **Due:** Ideas for Project #2 → upload to Canvas before coming to class
7	Oct 2	Tutorial for compositing in After Effects, in-class exercise Lab (work on project 2) **Due:** Show progress on Project 2
7	Oct 4	Intro to Experimental & Abstract Animation Tutorial for animating in After Effects, prepping files for animation in Photoshop and Illustrator, in-class exercise.
8	Oct 9	Critique Day → Student presentation of projects **Due:** Project 2 (post on Canvas before class)
8	Oct 11	Critique (cont). Introduce Project #3: Net Art Readings #4: Lisa Nakamura, "Afterword: Blaming, Shaming and the Feminization of Social Media" Rita Raley, "Tactical Media"
9	Oct 16	Intro to Net Art, Post-Internet Art, & Contemporary Moving Images Tutorial for creating interactive stories with Twine, in-class exercise **Due**: Blog post for Reading #4

9	Oct 18	Intro to Net Art (cont) Tutorial for creating pixel art & animations in web-based software **Due:** Ideas for Project #3 → upload to Canvas before coming to class
10	Oct 23	Lab/Catch-up **Due:** Website portfolios including projects 1 and 2 with artist's statements & homepage/index
10	Oct 25	Intro to Creative Code and Generative Art Tutorial in Javascript & P5.JS, in-class exercise
11	Oct 30	Tutorial in Javascript & P5.JS (cont), in class exercise Workshop/lab **Due:** Show progress on Project 3
11	Nov 1	Lab/Catch-up
12	Nov 6	Critique Day → Student presentation of projects **Due:** Project 3 (post on Canvas before class)
12	Nov 8	Critique (cont) Intro final project
13	Nov 13	Lecture/Demo/Lab — open for flexibility in student interest and class direction. Options: Video installation practices & interactive environments, advanced post-production (color correction, motion tracking, frame stabilization), social media & networked interaction, or go more in depth on something already covered. **Due:** Ideas for Final Project → upload to Canvas before coming to class
13	Nov 15	Lecture/Demo/Lab Readings #5: TBA
14	Nov 20	Lecture/Demo/Lab **Due:** Website portfolios for projects 1, 2, and 3. **Due**: Blog post for Reading #5

14	Nov 22	Non-Instructional Day (Thanksgiving)
15	Nov 27	Lab **Due:** Show progress on Final Project
15	Nov 29	Lab
16	Dec 4	All class work (Final Project) due
16	Dec 6	1 on 1 Conference day -- no class
17	Dec 18	Official Date of Final @ 7:15AM – Final presentation