

**San José State University**  
**Department of Art and Art History**  
**Art 103, Art as System, Section 1, Fall 2017**

**Contact Information**

**Instructor:** Steve Durie  
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**Office Hours:** Weds 2:00- 3:00pm & 6:30-7:30pm  
**Class Days/Time:** Tuesday & Thursday 3pm- 5:50pm  
**Classroom:** Art Building Room 237

**Department Office:** **ART 116**

**Department Contact:** [art@sjsu.edu](mailto:art@sjsu.edu) **Website:** [www.sjsu.edu/art](http://www.sjsu.edu/art) **Email:** [art@sjsu.edu](mailto:art@sjsu.edu)

**Faculty Web Page**

All course material including schedule and changes to assignments will found on my instructor web page at <http://dma.sjsu.edu/steve/art103>

**Course Description**

This class concerns itself with the exploration of art and creativity as the content of a information system. Including strategic creativity, system based processes; simulation pre-visualization and various CNC related production techniques. ART 75 and Art 101, or permission of instructor is required.

**Course Goals and Learning Objectives**

This course addresses conceptualization, design and production of art with respect to systems and creativity. The class focuses on exposing the context that systems enable in everyday life and their function in contemporary culture. Subjects addressed in the class include: general systems and complexity theory, the nature of creativity defined as a system, information mapping, gaming, visualization, and network aesthetics. In addition various tools and formal techniques are introduced related to CNC machines

and processes. The topic theme for this class focuses on systems related to community-based creativity, learning and distribution systems.

Upon successful completion of this course students shall:

- Recite the role and function of systems theory in society and culture.
- Recite a working knowledge of different approaches and philosophies on the subject of creativity & systems.
- Develop systems based strategies to incorporate into their own art practice.
- Construct visualizations and models for use in developing artwork utilizing various 3d and 2d software packages.
- Construct artwork based on a variety of CNC processes
- Build web pages to document artwork and creative process
- Submit and share artwork and proposals on the Internet for a community based process and feedback strategy.

### **Required Texts/Readings**

Readings and background material will be assigned for each assignment from the instructor website

### **Course Requirements and Assignments**

SJSU classes are designed such that in order to be successful, it is expected that students will spend a minimum of forty-five hours for each unit of credit (normally three hours per unit per week), including preparing for class, participating in course activities, completing assignments, and so on.

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### **Exercises, Projects & Documentation:**

**Ex. 1 – Slippery Systems** – A brief survey, analysis, and mapping of systems theory. How it is used in both technical and aesthetic contexts. This includes making a map of one own creative process. (Details TBA).

### **Group mini Project 1 – Multiples, Modularity, Tessellation, and Complexity with Lasers**

Use the laser, to cut multiple parts to create a construction system based on the some of the ideas introduced in ex1. . (Details TBA).

### **Ex. 2 – Your Mark, your Audience, your CNC router**

A workflow exercise to learn cnc CAD /CAM software and the cnc router. Create a series

of inscribed/carved objects, based on various techniques with the CNC router, that will be carved out based on a group theme. (Details TBA).

**Group mini Project 2) – Virtual objects, Emergence, Dynamic Simulation**

Use 3d software and a physic engine to create a virtual environment that has kinetics and interdependence like some of the ideas introduced in ex. 1. (Details TBA).

**Ex. 3) -- the Model, 3d Printing, The Thing and Thingaverse** A workflow exercise to learn 3d software and the 3d printer. Create a series of models that you then 3d print, document and publish on Thingaverse. (Details TBA).

**Project 1. – (Team group project),** We are going to work on a team project where the expertise and cooperation of everyone’s different skill sets will be used to create project around the system of product lifespans & consumers and makers.

- The team(s) will create a working process and system, utilizing one ore more of the tools and techniques introduced in the exercises to create their work. (Details TBA).

**Project 2 – The Final: (Integration of system and practice).** Create an art making system or process that incorporates ideas based on the material presented in class and the software and hardware used in your previous projects. This system will be used to create your work or be the work. As part of the process you will have to form a partnership outside of the class, to get help and feedback from. (Details TBA).

**Portfolio & documentation** – You will create a blog form of documentation on your efforts in the class. Showing the steps, successes and failures of the different assignments is required. There will several reviews over the semester of your blog to show your documentation and get a critique from others on how to improve it.

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**Grading Policy**

**Project Grading Criteria:**

- A. Review of Planning skills, Comps and “Demoing”
- B. Formal and Technical Achievement
- C. Innovative Response and Conceptual Approach

**Assignment Grading for students:**

- Ex.1 - 5%
- Mini Project 1 – 10%
- Ex. 2 - 5%

Mini Project 2 – 10%

Ex 3. - 5%

Project 1 - 20%

Project 2 - 25 %

Participation in Lectures, in-class exercises, group presentations, readings, critiques, etc. 10%

Portfolio & Documentation (including art work, processes and reading assignment ) 10%

Class Total: 100%

Extra Credit (research, fieldwork) -- TBA, Instructor consent is required. Grade

### **Grade Scale**

97-100 = A+, 93-96 = A, 90-92= A-, 87-89 = B+, 83-86 = B, 80-82 = B-, 77-79 = C+, 73-76 = C, 70-72 = C-, 67-69 = D+, 63-66 = D, 60-62 = D-, 59 and below = F

**Extra Credit (research, fieldwork) -- TBA, Instructor consent is required.**

### **Classroom Protocol**

#### **Readings, Discussions:**

There will be reading assignments related to each project given out over the semester.

We will have class discussions about the material. You will be expected to contribute to the issues brought up. Remember, reading the material is not enough; you have to communicate your thoughts on the matter in class.

#### **Participation:**

Participation is a large component of the class. Involvement in the readings, discussions, critiques, class collaborations, field trips and final presentations are critical for each student and the class to excel. You will be graded on your engagement in the ideas and your interaction with the instructors and other students.

#### **Collaboration:**

Students may collaborate with each other on the Final projects. However the resulting collaboration will be evaluated expecting a higher degree of achievement. Students doing collaborative projects must plan out what their roles will be and keep a journal about the project so they can be graded individually in terms of their technical and conceptual skills.

Important: Collaborations must be approved by the instructor and will not be accepted otherwise.

#### **Field trips:**

We will be going offsite at least once. It might be gallery shows, presentation of projects, parade, lecture series, etc. The instructor will give ample notice on the time and place of these field trips.

### **Class Dynamics and consideration:**

For the class to function well and for everyone to understand material and participate in the class accordingly, that every effort should be made to be considerate for both the instructor and other students while in class.

So please come to class understanding the following:

- You will be prepared with your laptop computer and all teaching material ready
  - cellphones off, this means no texting as well.
  - No food except when instructor allows it. Drinks ok.
  - No playing of video games, movies, & music outside of the class context
  - Refrain from excessive social software use while class is in session.
  - No excessive socializing when class is in session.
  - No Disruptive behavior, when conflicting with the class instruction or activities.
  - Leave the classroom better then you found it; please don't leave papers, other class projects or any kind of mess behind. Be fancy and put some chairs under the desk, and tidy up the place.

**Disregarding these rules gives the instructor the option to ask you to leave the class until the next session.**

### **University Policies**

#### **Dropping and Adding**

Students are responsible for understanding the policies and procedures about add/drop, grade forgiveness, etc. Refer to the current semester's [Catalog Policies](http://info.sjsu.edu/static/catalog/policies.html) section at <http://info.sjsu.edu/static/catalog/policies.html>. Add/drop deadlines can be found on the current academic year calendars document on the [Academic Calendars webpage](http://www.sjsu.edu/provost/services/academic_calendars/) at [http://www.sjsu.edu/provost/services/academic\\_calendars/](http://www.sjsu.edu/provost/services/academic_calendars/). The [Late Drop Policy](http://www.sjsu.edu/aars/policies/latedrops/policy/) is available at <http://www.sjsu.edu/aars/policies/latedrops/policy/>. Students should be aware of the current deadlines and penalties for dropping classes.

Information about the latest changes and news is available at the [Advising Hub](http://www.sjsu.edu/advising/) at <http://www.sjsu.edu/advising/>.

#### **Consent for Recording of Class and Public Sharing of Instructor Material**

[University Policy S12-7](http://www.sjsu.edu/senate/docs/S12-7.pdf), <http://www.sjsu.edu/senate/docs/S12-7.pdf>, requires students to obtain instructor's permission to record the course.

- "Common courtesy and professional behavior dictate that you notify someone when you are recording him/her. You must obtain the

instructor's permission to make audio or video recordings in this class. Such permission allows the recordings to be used for your private, study purposes only. The recordings are the intellectual property of the instructor; you have not been given any rights to reproduce or distribute the material."

- o It is suggested that the greensheet include the instructor's process for granting permission, whether in writing or orally and whether for the whole semester or on a class by class basis.
- o In classes where active participation of students or guests may be on the recording, permission of those students or guests should be obtained as well.
- "Course material developed by the instructor is the intellectual property of the instructor and cannot be shared publicly without his/her approval. You may not publicly share or upload instructor generated material for this course such as exam questions, lecture notes, or homework solutions without instructor consent."

### **Academic integrity**

Your commitment as a student to learning is evidenced by your enrollment at San Jose State University. The [University Academic Integrity Policy S07-2](http://www.sjsu.edu/senate/docs/S07-2.pdf) at <http://www.sjsu.edu/senate/docs/S07-2.pdf> 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](http://www.sjsu.edu/studentconduct/) 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 Integrity 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](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) at [http://www.sjsu.edu/president/docs/directives/PD\\_1997-03.pdf](http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf) requires that students with disabilities requesting accommodations must register with the [Disability Resource Center](http://www.drc.sjsu.edu/) (DRC) at <http://www.drc.sjsu.edu/> to establish a record of their disability.

### **Student Technology Resources (Optional)**

Computer labs for student use are available in the [Academic Success Center](http://www.sjsu.edu/at/asc/) at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall and in the Associated Students Lab 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 DV and HD digital camcorders; digital still cameras; video, slide and overhead projectors; DVD, CD, and audiotape players; sound systems, wireless microphones, projection screens and monitors.

## Art103/Art as System, Fall 2017, Course Schedule

The schedule is subject to change, check the class website for the latest information.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug. 24	First day – Introduce class and Introduce Ex.1 part 1
2	Aug. 29 Aug. 31	Ex. 1 Part 1 due, discussion & Ex.1 part 2 introduced Ex1 in class review
3	Sept. 5 Sept. 7	Lecture on ex. 1 Work on ex 1
4	Sept. 12 Sept. 14	Introduce Ex 2 Ex 1 is due
5	Sept. 19 Sept. 21	Ex. 2 due & Lecture & Ex.3 1 intro more on Ex. 3 lecture
6	Sept. 26 Sept. 28	more on Ex. 3 lecture Intro Team project
7	Oct. 3 Oct. 5	Team project demo Ex. 2 due & critique
8	Oct. 10 Oct. 12	Team Project demo 1 on 1 project 2 review & lab
9	Oct. 17 Oct. 19	Introduce Ex. 3 Show progress on Project 2
10	Oct. 24 Oct. 26	Team Project proposals due Lab for ex. 3
11	Oct. 31 Nov. 2	Ex 3 due & critique, Final Project lecture <i>Team Project to demo some working devices</i> Ex. 3 due
12	Nov. 7 Nov. 9	Meet with Instructor one on one Lecture for Portfolio 2 upgrade day
13	Nov. 14 Nov. 16	Present Final Project presentation & report Present Final Project presentation & report
14	Nov. 21 Nov. 23	Installation discussions – Team project & show progress <b>Thanksgiving day (NO CLASS)</b>
15	Nov. 28 Nov. 30	<i>Meet with groups in Team project</i> Show progress on Final & lab
16	Dec. 5 Dec. 7	Show progress on Blog Project & lab Team project is due (critique) -- last normal day of class
17	Dec. 12	1 on 1 Conference day @ 3pm – Optional -- NO CLASS
Final Exam	Tue Dec. 14 @ 2:45pm	<b>Final Presentation for Final Project all Remaining Work Due</b>