Department of Art & Art History Course Art 104

INTERDISCIPLINARY SEMINAR IN DIGITAL MEDIA ART

Instructor: Professor Joel Slayton

Office: Art 329

Office Hours: T 3-5 or by Appointment

Class Day/Time: R 3:00 -5:50 Art 108

Email: joel@well.com

408-924-4568

Course Description

This semester’s Interdisciplinary Seminar in Digital Media will explore aspects of the artist’s role in contemporary culture through a combination of individual and collaborative projects. The seminar will include lectures/presentations, in class student led discussion, and writing/media exercises.

The seminar explores the role the artist as an innovator, entrepreneur, and creative explorer including the navigation of cultural production systems and structures that help foster achievement. You will work individually and collectively to design and experience these systems through three deep dive scenarios. We will review and discuss key texts addressing new media art and the role of the artists in contemporary techno-culture. We will be seeking to critically understand how to disrupt normative assumptions relative to new media art practice.

Course Goals and Learning Objectives

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

LO1: understand the context of media art within contemporary art and society

LO2: develop skills in creative research and problem-solving, brainstorming, and visual communication

LO3: deploy their skills for artistic achievement in a collaborative framework

LO4: demonstrate familiarity with the language of contemporary art

LO5: expand their skills in program management, analysis, and critical review
Projects

Trade Up  This project is based on your individual ability to transform by starting from scratch and conducting trading transactions to increase your upward mobility as an artistic actor.

Nomic  A class collaborative social game of self amendment is played to reveal how emergent behavior arises in systems (collaborate e brainstorming) and the function of rule systems to establish opportunity and constraints that shape opportunity or failure.

Incubator  Collaborative groups will develop, design and implement ‘business’ models focused on achieve artistic outcomes as a game.

Required Texts/Readings Textbook

http://legacy.earlham.edu/~peters/nomic.htm

http://spectrum.ieee.org/static/future-of-money

http://www.huffingtonpost.com/vishwarath-reddy/open-letter-to-students-p_b_8844828.html

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. More details about student workload can be found in University Policy S12-3 at http://www.sjsu.edu senate/docs/S12-3.pdf.

Student Responsibilities

Students are responsible for all information presented in lectures, presentations, demos, and through assigned readings and web related research.

Students must complete all course assignments

Students will present and participate in class proceedings inclusive of collaborative projects and discussions.

Students are responsible for finding time to come in to the lab to complete assignments or use their own computer.
Attendance

NOTE that University policy F69-24, “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”

Grading Policy

Evaluation is based on execution of each project. Each project considers three criteria equally weighted.

1. Engagement. Demonstrated level of commitment in addressing the project challenge

2. Collaboration. Demonstrated contribution to each project.

4. Outcome. Demonstrated artistic and technical achievement.

90-100 A 80-89 B 70-79 C 60-69 D 0-59 F

Late Assignments

Assignments are to be turned in on time and complete. An assignment will not be considered complete until all elements are uploaded and fully working. (i.e.: all links on websites are working, images are there, you’re not still working on the code, etc.) Assignments that are turned in on time may be redone for full credit until the last week of class. It is most important to present your work at critique. Note that critique days are mandatory, if a project is not presented on a critique day it may be considered late. Late assignments may receive a one time 10% penalty or one full letter grade.

Accommodation to Students’ Religious Holidays

San José State University shall provide accommodation on any graded class work or activities for students wishing to observe religious holidays when such observances require students to be absent from class. It is the responsibility of the student to inform the instructor, in writing, about such holidays before the add deadline at the start of each semester. If such holidays occur before the add deadline, the student must notify the instructor, in writing, at least three days before the date that he/she will be absent. It is the responsibility of the instructor to make every reasonable effort to honor the student request without penalty, and of the student to make up the work missed. See University Policy S14-7 at http://www.sjsu.edu/senate/docs/S14-7.pdf.

Computer Use

It is mandatory that you will produce work for this class on a computer. If you do not
have your own computer or the software that is used, you have access to the CADRE computer labs and the University Computers to do your work on. If you do not have access to a modern computer and the software we are using it is not possible to pass this class. It is important for students to understand that there will be times when you will have to come into the lab outside of class time to complete assignments.

**Lab Access**

Your Tower Card will gain you access to both the building and the Computer Lab. Lab policies must be observed at all times. Abuse of the policy will result in loss of laboratory access. Please respect the CADRE labs and use them with care. Students caught stealing, damaging, or tampering with CADRE equipment, software applications, and/or files are subject to University Action. CADRE lab doors MUST remain CLOSED and LOCKED at all times. Students caught propping doors or leaving them open are subject to having lab privileges revoked.

Generally Tuesdays are presentation, Thursday reserved for lab demos and individual meetings.

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<td>Week 4</td>
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<td>Week 5</td>
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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 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 at http://www.sjsu.edu/provost/services/academic_calendars/. The Late Drop Policy is available at http://www.sjsu.edu/aars/policieslatedrops/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 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, 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.”

• “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 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 is available at http://www.sjsu.edu/studentconduct/.

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 at http://www.sjsu.edu/president/docs/directives/PD_1997-03.pdf requires that students with disabilities requesting accommodations must register with the Accessible Education Center (AEC) at http://www.sjsu.edu/aec to establish a record of their disability.

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