

**San José State University
Department of Art & Art History**

Art 107, Advanced Projects in Digital Media Art, Section 1, Fall, 2019

Course and Contact Information

Instructor:	Carrie Hott
Office Location:	Art 311
Telephone:	n/a
Email:	carolyn.hott@sjsu.edu
Office Hours:	Mondays 11am-12pm, and by appointment
Class Days/Time:	Mondays and Wednesdays, 12:00-2:50 PM
Classroom:	Art 110
Department Office:	ART 116
Department Contact:	Website: www.sjsu.edu/art Email: art@sjsu.edu
Prerequisites:	Art 74 & 75
Units:	3

Additional Contact Information

* E-mail is generally the best method of contact during non-office hours.

* Please allow 48-hours for an e-mail response.

* Emergency: 911

Campus Escort: 42222

* Individuals with disabilities may contact the Disability Resource Center (DRC), Administrative Building 110, 408/ 924-6000, for a variety of formats such as Braille, large print, sign interpreters, assistive listening devices, audio tape and accommodations for physical accessibility.

Course Description

Advanced issues and application of technology in art. Application of interactive technology in installation and performance. Emphasis on collaborative projects. Course is repeatable up to 6 units. Prerequisite: Art 74 & 75 or permission of instructor. Misc/Lab: Lab 6 hours. Misc/Lab: Activity 6 hours.

This upper level studio course will facilitate sustained investigations into designed interactivity in real space. Students will create interactive installations, web or public interventions, and critical design

objects using sensors or other computational devices. This course will be project driven; students will develop a project plan that includes the development of four distinct but related pieces which will begin with a written proposal and plan. After the proposal, students will have a chance to meet one-on-one with the instructor to design a production schedule that will identify necessary skill sets and components for production, track deliverables, and document their progress. The first two weeks of the course will prepare students for their first project proposal. In-class workshops will provide students with foundational technical skills necessary to develop interactive art projects. The instructor will provide introductory resources for specialized projects but most of the projects will necessitate independent research and students will spend the majority of their project production time out of class. In addition to independent production time, students can expect to spend roughly 1.5 hours per meeting outside of class on readings and tutorials.

Course Learning Outcomes (CLO)

Course Skill Learning Outcomes:

CLO 1- Design and build interactive software

CLO 2- Generate meaningful human-computer interaction and expressive data

CLO 3- Employ object-oriented programming in the creation of interactive artworks

CLO 4- Deploy multimodal forms of HCI to generate compelling interaction data

CLO 5- Write critically and creatively on contemporary issues in art and technology

CLO 6- Work collaboratively to build software for individual and group exhibition(s)

CLO 7- Present functional interactive artworks for individual and group exhibition(s)

Course Goals

This course will provide a framework for experimenting with digital media art techniques and applications in order to develop a cohesive body of work. Critical and theoretical perspectives will be stressed. Projects will be presented in class, at a final show, and documented on student portfolio websites.

Students in this course will:

- Create 4 original art projects exploring the visual and conceptual language of New Media Art.
- Collaborate on a final gallery show of class work.
- Complete in-class exercises and responses to readings.
- Add to and develop their portfolio website that includes artist statements and documentation of work completed in class.

Required Texts/Readings

Assigned readings will be made available online on Canvas in PDF format. Reading is crucial to success in this course and developing an understanding of course content.

Course Format

Technology Intensive, Hybrid, and Online Course

This course requires access to a computer which can support Adobe software. Students can use the lab computers or download the current edition of Adobe Creative Suite. Mandatory Apps include Photoshop and Premiere. Free download for SJSU students

here: <http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>. We will also be using free/open-source programs: one called Processing which is available for download here:

<https://processing.org/>; and one called Audacity which is available for download here: <https://www.audacityteam.org/>. This course requires access to [Lynda.com](http://www.lynda.com). Access to Lynda is free through the SJSU library portal here: <https://www.lynda.com/portal/patron?org=sjlibrary.org>. Additional free programs and tutorials will be circulated over the course of the class. In addition to a computer, it is advised to use headphones when completing research and work that has sound.

Hardware & Other Materials

- Students are required to purchase an Arduino Uno Rev3 available here for \$22 <https://store.arduino.cc/usa/arduino-uno-rev3>
- The use of a 3-button mouse is HIGHLY recommended. There are many Middle and Right Click Operations in Maya & Unity. I recommend a scroll-wheel middle button design.
- Students will need to provide their own materials for individual projects

Canvas

Course materials such as syllabus, handouts, notes, assignment instructions, etc. can be found on the Canvas Learning Management System course login website at <http://sjsu.instructure.com>. You are responsible for regularly checking Canvas and your email for updates.

Library Liaison Contact Information for Art and Art History

Gareth Scott

email: gareth.scott@sjsu.edu

phone: (408) 808-2094

Dr. Martin Luther King, Jr. Library
4th Floor Administration Offices

Course Requirements and Assignments

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practice. Other course structures will have equivalent workload expectations as described in the syllabus.

Assignments overview, detailed below:

> Research Plan and Proposal:

15% of grade

This class will focus on systems of all kinds. What kind of system will you explore this semester? How will you use digital media art to make visual and/or interactive the facets of this system? What kind of sustained research do you need to complete to explore this system and gather material? Write a ~750 word one page essay (at least) describing your concept and your relationship to it. Then, on

another page, outline the forms of digital media art you plan to explore and utilize in your four projects for this class. Include a timeline for completion of each project. Your overall proposal should be three pages and submitted as a PDF.

> Projects 1-4: Making Systems Visible
50% of grade (~12% each)

Based on their research and proposal, each student will complete four projects that together form a cohesive body of work. At least one of the projects is required to be in the class exhibition at the end of the semester. Students may employ a variety of applications explored in class (projection mapping, augmented reality, interactive sensors, circuit bending, etc). Or, students may employ other applications including web, sound, video, etc. Emphasis will be placed on conceptual strength of projects (not technical bells and whistles) and how well the applications chosen support the concept of the work. Requirements for specific applications will be outlined on the course website and determined in one-on-one meetings with the instructor.

For presentation in the class show:

- Installations may be designed for the gallery space.
- Performances may be scheduled for the opening night.
- Browser-based projects may be presented on laptops.
- Single-channel video can show either on a loop in the gallery, or in a separate class screening, TBD.

> Documentation & Final Presentation:
15% of grade

Each student will give a 15 minute final presentation that will be an artist talk on the work they have completed in this class. Students should speak about the process that went in to making their work, including what they researched, and how they made their work. Along with presenting in class, each student should submit the following: a link to their portfolio website that includes documentation of their new projects, and a one page PDF artistic research statement that articulates in writing their honed artistic research practice.

> In-class Exercises & Readings:
10% of grade

There will be regular technical exercises completed in class over the course of the semester. Completion of these in-class exercises is essential to learning the skills necessary to complete the class projects. Understand these are in-class exercises. Extra work will be required to complete them outside of class, which might result in a grade deduction.

> Participation:
10% of grade

Participation consists of student engagement in class time- showing up to class on time, completing reading and response assignments, being active in class discussions and lectures, paying attention and speaking up in class critiques, and engaging and supporting your classmates in their projects and ideas. **Asking questions, contributing your thoughts, contributing to group projects, and being a positive part of the class community is essential to the success of this course. This also**

includes full participation in installation, de-installation, and gallery hours for the class exhibition.

Determination of Grades

- Students are required to submit all course assignments on Canvas. Students MUST follow submission guidelines for each project.
- 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, unless otherwise discussed.***
- All projects are evaluated based on their conceptual content, technical proficiency, and presentation according to the criteria provided below.
- Students must also be present for project critiques: **critiques are not optional.**

Grading Criteria:

A: Excellence

The student fully commits to their project, both conceptually and technically. The final work created not only meets the criteria but it *exceeds it*. The student demonstrates a full understanding of the course content, and is able to apply that understanding in making original work with their own personal style.

B: Above Average

The student shows an understanding of the expected criteria for the assignment, and a sincere attempt to engage the conceptual framework. The quality of the project is good but not stellar. Technical understanding is demonstrated but has room for improvement.

C: Average

The student demonstrates a limited understanding of the conceptual framework of the assignment, and/or technical execution is underdeveloped with issues that could have been addressed in class or during office hours. The work would improve if more time and/or attention was dedicated to the project.

D: Below Average

The student only shows the slightest understanding of the assignment and can only demonstrate a cursory understanding of the intent of the assignment. There is a general failure to follow the intent and nuance of the assignment. The project can only be described as something that needs a great deal of work before it is considered something that is complete and meeting the requirements.

Numeric grade equivalents:

93% and above	A
92% - 90%	A-
89% - 88%	B+
87% - 83%	B

82% - 80%	B-
79% - 78%	C+
77% - 73%	C
72% - 70%	C-
69% - 68%	D+
67% - 63%	D
62% - 60%	D-
below 60%	F

“This course must be passed with a C- or better as a CSU graduation requirement.”

Please note: Except in cases of documented emergencies, incomplete grades are not given in this course.

“All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Additional Note:

This syllabus is subject to change, in the event of unforeseen circumstances, or in the case that changes will significantly enhance the quality of the course. Students will collectively have the opportunity to shape the ways in which the course unfolds.

Department Advising

For information about majors and minors in Art & Art History, for change of major/minor forms and a list of advisors: <http://www.sjsu.edu/art/> or the Art & Art History department office in ART(H)/(PHOT) 116, 408-924-4320, art@sjsu.edu

Classroom Code of Conduct

Show up to class, and show up on time. Students are expected to be present and conduct themselves professionally. Attendance and participation are crucial to your success in this course. If you need to miss a class ahead of time, please let me know as soon as possible- in person and via email- as well as what you plan to do to make up the missed work and when you will turn it in. Please find two classmates who will be your support system (and vice versa) for the class and can fill you in if you need to miss class and/or troubleshoot with you when you are stuck.

This is a hands on course, and an openness and willingness to learn is key. It’s not a software training course, but you will be given introductions to several applications and techniques. Learning these programs can be challenging so it is important to have a flexible attitude and to remain open to new things to achieve your goals. Creating digital media art (or any kind of art) can often be a non-linear, multi-platform, exploratory, and both individual and shared experience. Use your patience, curiosity, intellectual interests, honest experience, and what engages you most, to guide you.

Respectful Behavior

Respect is an essential part of the class community. During lectures, group discussions, critiques, and during lab time, students must not use their phones (for non-class use), take naps, or talk to

others outside of class context. Answering your phone, texting, and web browsing during lectures, critiques, discussions, or demos is unacceptable. You are welcome to use your electronic devices for class purposes. Students who cannot honor these requirements will be asked to leave.

Communication

Communication is an important part of this class. Be honest and clear about your work, about where you are in your work, about challenges you are experiencing. Please bring up issues before they become larger. I am available outside of class at office hours or by appointment.

Field Trips & Guest Speakers

We may be going offsite as a class at least once, and attending this field trip is a part of your participation grade. In addition, we may have guest speakers. Showing attention and respect is also a part of your grade.

Computer Use

A computer is mandatory to make work for this class. If you do not have a computer or the software outlined earlier in this syllabus, you have access to the CADRE computer labs and the University computers to complete your work.

Email

Email is the best way to contact the instructor. Please include Art 74 in the subject line. And please make sure the University has your correct email address as class updates will be emailed regularly.

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 Academic Integrity Policy F15-7 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. Visit the Student Conduct and Ethical Development website for more information.

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 Accessible Education Center (AEC) to establish a record of their disability.

Student Technology Resources

Computer labs and other resources for student use are available in:

Academic Success Center at <http://www.sjsu.edu/at/asc/> located on the 1st floor of Clark Hall

Academic Technology Computer Center at <http://www.sjsu.edu/at/hd/> on the 1st floor of Clark Hall

Associated Students Computer Services Center at <http://as.sjsu.edu/asccsc/> on the 2nd floor of the Student Union

Student Computing Services at

<http://library.sjsu.edu/student-computing-services/student-computing-services-center>

Computers at the Martin Luther King Library for public at large at

<http://library.sjsu.edu/reserve-studymeeting-room/computers-king-library>

Additional computer labs may be available in your department/college

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.

Art 107 / Digital Media Art Projects, Section 1, Fall, 2019, Mondays and Wednesdays, 12:00-2:50pm

Course Schedule

Note: This schedule is subject to change. You will be notified of any changes in a timely manner.

Check Canvas and the class website regularly for updates.

**There shall be an appropriate final examination or evaluation at the scheduled time in every course, unless specifically exempted by the college dean who has curricular responsibility for the course.*

Week	Date	Topics, Readings, Assignments, Deadlines
1	Wed 8/21	Course Introductions and Syllabus Overview Computer Setup + Digital Media Art reading Assignment: Computer Setup + Intro to Digital Media Art reading
2	Mon 8/26	Lecture: Contemporary New Media Art & Systems New Media Tools Team presentations- Hypothetical Projects Assignment: Project Proposals
2	Wed 8/28	Reading Discussion Computer Setup Review- image formats, resolution, software interface and main tools Portfolio Site & Web Development Review

		DUE: Reading response
3	Mon 9/2	LABOR DAY- NO CLASS
3	Wed 9/4	Project Presentations DUE: Project proposals + presentations
4	Mon 9/9	DEMO: Projection Mapping Exercise: Projection Mapping in groups
4	Wed 9/11	DEMO: AR.js Exercise: Augmented Reality hardcopies
5	Mon 9/16	ARjs continued
5	Wed 9/18	DEMO: Processing and Arduino Exercise: Set up a Sensor
6	Mon 9/23	Workshop 1: How To Represent Current System In The United States
6	Wed 9/25	DEMO: Processing and Arduino
7	Mon 9/30	CRITIQUE 1- Present Research and Prototypes Due: Project 1
7	Wed 10/2	CRITIQUE 1- Present Research and Prototypes
8	Mon 10/7	DEMO: Circuit Bending Project Lab- TBD by student projects
8	Wed 10/9	Workshop 2: How To Represent District, Entity, & Relationships Between Them? HW: HAMMER PRESENTATION: Jonathan Keates State of the Union Address Thursday, October 10 7:00PM
9	Mon 10/14	Project Lab- TBD by student projects
9	Wed 10/16	YBCA - The Body Electric- Field Trip NO SJSU Class- Meet in San Francisco
10	Mon 10/21	MID TERM CRITIQUE 2- Workshopping In Progress Projects Due: Project 2
10	Wed 10/23	MID TERM CRITIQUE 2- Workshopping In Progress Projects
11	Mon 10/28	Lecture: Installation Practices and Examples

11	Wed 10/30	Project Lab- Exhibition Installations Guest Artist: TBA
12	Mon 11/4	Project Lab- Exhibition Installations
12	Wed 11/6	CRITIQUE 3- Focusing on Exhibition Installation Due: Project 3
13	Mon 11/11	VETERANS DAY- NO CLASS
13	Wed 11/13	PREP EXHIBITION- TBD
14	Mon 11/18	INSTALL EXHIBITION- TBD
14	Wed 11/20	INSTALL EXHIBITION- TBD
15	Mon 11/25	Documentation and writing workshop Presentation and Website lab
15	Wed 11/27	THANKSGIVING BREAK- NO CLASS
16	Mon 12/2	Artist Talks- Final body of work presentations & Critique Due: Project 4
16	Wed 12/4	Artist Talks- Final body of work presentations & Critique
17	Mon 12/9	Artist Talks- Final body of work presentations & Critique
Final Exam	Mon 12/16	FINAL EXAM- Monday, December 16 9:45am-12pm Review of Portfolio Websites and Potluck Party DUE: Final Online Portfolio + Research Statement