San José State University
Department of Art and Art History
Art 107, Advanced Projects in Digital Media Art, Section 1, Fall 2020

Course and Contact Information

Instructor(s):	Chelsea Thompto
Office Location:	Online
Telephone:	Email preferred
Email:	chelsea.thompto@sjsu.edu
Office Hours:	Tuesdays - 1:00PM - 2:00PM
	Wednesdays - 10:30AM - 11:30AM
	Or By Appointment (email for alternate times)
	Via Zoom, links will be made available through Canvas.
Class Days/Time:	Mondays and Wednesdays - 12:00PM - 2:50PM
Classroom:	Online Via Canvas: https://sjsu.instructure.com/
Prerequisites:	ART 75 or permission of instructor.

Course Description

Advanced issues and applications of digital technology in art. Application of interactive technology in installation and performance. Emphasis on collaborative projects, user interaction, and experience. Course is repeatable up to 6 units. Prerequisite: ART 75 or permission of instructor. Misc/Lab: Activity 6 hours.

Course Format

This course will be taught online due to COVID-19 and the SJSU Adapt plan (more information can be found at the SJSU Adapt Website). The course will take place primarily over Canvas and Zoom and will use a combination of synchronous and asynchronous activities, we will also use Discord as a supplemental communication platform. This course is technology intensive, students will need regular access to a computer able to run the Adobe Suite or equivalent software (the Adobe Suite is free for students, more information can be found at https://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html) as well as Maya (also free for students here: https://www.autodesk.com/education/home). The course will use a variety of other software that is available for free online, links and information on these programs will be outlined during the course.

Course Goals

This upper level studio course will facilitate sustained investigations into designed interactivity. Students will create interactive software, web-based inventions and installations, and critical design objects with a focus on adapting projects for a geographically distributed audience.

The course is project driven with a focus on iterative, research-based artistic practice; 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. 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)
Upon successful completion of this course, students will be able to:

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)

Required Texts/Readings
This class will engage with a variety of academic journal articles, news articles, and webpages. All required readings will be freely accessible via the class Canvas page.

Library Liaison
Gareth Scott
Email: gareth.scott@sjsu.edu
Phone: (408) 808-2094
Dr. Martin Luther King, Jr. Library
4th Floor Administration Offices

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

Hardware & Other Materials
In addition to a computer capable of running the Adobe suite and Maya, students will also need the following:

- The use of a 3-button mouse is HIGHLY recommended. There are many middle and right click operations in 3D modeling software. I recommend a scroll-wheel middle button design.
- Access to a standard printer capable of printing in black and white as well as color. This can either be a printer at home or the ability to order printing from a service like UPS or FedEx

- Students will also need to purchase additional materials related to their individual projects as necessary. These materials and costs are dependent on the work proposed.

Course Requirements and Assignments

Each of the below units will include hands-on practice assignments, lectures, readings, short written reflections, group discussions and the creation of a final product. All activities will be submitted through Canvas unless otherwise specified.

Research Overview and Proposal

15% of grade

Based on their research and proposal, each student will complete 4 projects that together form a cohesive body of work around a central theme or idea. The 4th and final project will be featured in a group event with the entire class. The first project must use AR/VR or otherwise engage interactivity and 3D models, but the platforms for the remaining two projects are to be decided by the student. Emphasis will be placed on conceptual strength of the projects over technical execution. Optional thematic tracks for inspiration will be provided.

Assignment details:

Write a minimum 750 word essay that describes the concept that will guide your projects for the semester, including your relationship to your chosen concept. The essay should include the following:
- Documentation of your research, this should include any books, articles, websites, movies, podcasts or etc. that are guiding your thinking on your concept.
- A list of artists from which you draw inspiration, this should include artists you are interested in more generally but also artists specifically engaged in work that relates to your concept or the mediums you plan on working with.
- An in depth outline for Project 1.
- Plan for further investigation of your concept for the remaining projects, which can be in any form of digital media art, with an understanding that these projects may change as the semester progresses and your understanding of your concept grows.

Project 1 - Explorations: Ideas in space.

15% of grade

This will be the first exploration of your concept and will include some form of interaction and digital 3D space. We will discuss and begin to think about AR/VR for web spaces and your projects will engage in some way with 3D virtual space. As with all projects in this class, this project need not speak to every aspect of your concept but rather it should reflect a portion of your research that resonates with you and the medium.

Projects 2 and 3 - Branching Paths: New directions.

15% of grade each for a total of 30%

Throughout the remainder of the semester, you will be creating 3 more projects that explore your concept and build off the work done in the first project. The next 2 of these projects should be seen as an opportunity to explore different perspectives or aspects of your concept. You may choose the digital mediums for these projects from the variety of applications explored in class. We will continue to explore and practice making within a variety of digital platforms throughout the semester. 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 Canvas page and determined in one-on-one meetings with the instructor.

Final Project and Documentation
20% of grade

This culminating project should take the ideas you explored in the previous 3 projects and refine or depart from it in a meaningful way. You can choose either to return to a previous medium/platform or continuing exploring new ways of making. This final project will be included in a virtual class show, students are encouraged to imagine and implement a variety of modes for digital distribution for their work.

Students will also add documentation of their work to their portfolio website. This will include image documentation of each project or embedded code/links to live pieces, as well as a 1-2 page (min 500 word) artistic research statement that articulates their process of research and iteration.

Artist Talks
10% 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 will create a slide presentation including visual documentation of their work and research. You should speak about the process that went into making your work, including what you researched, how your thoughts around the subject progressed, and how you approached making the work itself from both a technical and conceptual standpoint.

Technical Exercises and Readings
10% of grade

There will be regular technical exercises and reading responses completed over the course of the semester. Completion of these exercises is essential to learning the skills necessary to complete the class projects and to contribute productively to class discussions. These will take a variety of formats and will be outlined in the corresponding Canvas module.

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 practica. Other course structures will have equivalent workload expectations as described in the syllabus.

Final Examination or Evaluation

Wednesday, December 9, 9:45AM - 12:00PM. This will take place online and will include a conversation for your final project.

Grading Information
- The grading scale is 0 to 1000 and includes plus and minus grades. See the grading graph below for specifics on the numerical breakdown.
- Each project will be graded based on the completion of readings, practice assignments, participation in discussions, and the culminating project.
- No extra credit will be given in this class.
- Given the project based nature of the class, assignments build on each other and thus late work will only be accepted within one week of the original due date for 50% credit. Generally, no credit will be given after the one week period but please communicate with me in advance if you know your work will be late so we can collaborate on a solution.

A plus = 1000 to 970 points
A = 969 to 940 points
A minus = 939 to 900 points
B plus = 899 to 870 points
B = 869 to 840 points
B minus = 839 to 800 points
C plus = 799 to 770 points
C = 769 to 740 points
C minus = 739 to 700 points
D plus = 699 to 670 points
D = 669 to 512 points
D minus = 639 to 600 points
F = 599 points or lower

Grade	Points	Percentage
A plus	960 to 1000	96 to 100%
A	930 to 959	93 to 95%
A minus	900 to 929	90 to 92%
B plus	860 to 899	86 to 89 %
B	830 to 859	83 to 85%
B minus	800 to 829	80 to 82%
C plus	760 to 799	76 to 79%
C	730 to 759	73 to 75%
C minus	700 to 729	70 to 72%
D plus	660 to 699	66 to 69%

| D | 630 to 659 | 63 to 65% |
| D minus | 600 to 629 | 60 to 62% |

Classroom Protocol

As this course will be taking place online through Zoom and Canvas, students must understand proper netiquette and remain mindful of these issues throughout the course. Resources and conversations about these issues will be part of the first week of class. Generally, while synchronous meetings will occur every week and will include peer conversation and evaluation, the lecture content of these meetings will also be made available for asynchronous engagement.

Equity and Inclusion Statement

As an instructor, I strive to create an equitable and inclusive learning environment in the classroom. It is my honest belief that teaching is made more impactful and relevant through a conscientious effort towards centering inclusionary and equitable thinking and practices. This starts by treating each other with respect in order to create a safe and brave space for making and learning; meaning that we will all respect each other's multiple and intersecting identities including but not limited to: race, ethnicity, nationality, gender identity, gender expression, sexual orientation, ability, and religious or political affiliation.

If you have any concerns about the class, be it the way I am teaching, behavior you have witnessed, problems you think might arise, or anything else, please feel free to contact me (in person or by email) to discuss.

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.

University Policies

Per University Policy S16-9 *(http://www.sjsu.edu/senate/docs/S16-9.pdf)*, relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on Syllabus Information web page (http://www.sjsu.edu/gup/syllabusinfo), which is hosted by the Office of Undergraduate Education. Make sure to visit this page to review and be aware of these university policies and resources.

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Course Schedule

This schedule is subject to change with fair notice and notice will be made via email and Canvas. Individual check-ins and virtual studio Q&A sessions will be scheduled throughout the semester during class times. Topics covered during synchronous meetings will be made available for asynchronous engagement.

Week	Date	Topics	Readings, Assignments, Deadlines
1	8/19	**Introductions and Orientation**	Syllabus and Online Course Overview
2	8/24	**Research Overview and Proposal**	Lecture: Proposal Introduction
2	8/26		Lecture: Research-Based Art Writing Exercises **Reading Discussion 1 Due**
3	8/31		Lecture: Digital Spaces **Small Group Check-In 1**
3	9/2		Demo + Exercise: 3D Modeling **Proposals Due - End of Week**
4	9/7		**Labor Day**
4	9/9	**Project 1**	Lecture: Project Introduction Peer Project Discussion **3D Modeling Exercise Due**
5	9/14		Demo + Exercise: A-Frame 1 **Reading Discussion 2 Due**
5	9/16		Demo: A-Frame 2 **A-Frame 1 Exercise Due**
6	9/21		**3 min Lighting Research Talks Group 1** **Small Group Check-In 2**
6	9/23		**3 min Lighting Research Talks Group 2**
7	9/28		**(Project 1 Due) In-Class Critique**
7	9/30	**Project 2**	Lecture: Project Introduction **Project 1 Documentation Due** **Project 1 Peer Review Due**
8	10/5		Demo + Exercise: Research and P5.js **Reading Discussion 3 Due**
8	10/7		Lecture: Data in Art **Research and P5.js Exercise Due**
9	10/12		Lecture: Artists as Toolmakers

			Small Group Check-In 3
9	10/14		Visiting Artist Talk 1
10	10/19		Demo + Exercise: Python + Art **Artist Talk 1 Response Due** **Project Due 2 In-Class Critique**
10	10/21	**Project 3**	Lecture: Project Introduction **Python + Art Exercise Due** **Project 2 Documentation Due** **Project 2 Peer Review Due**
11	10/26		ATC Presentations **Reading Discussion 4 Due**
11	10/28		Demo + Exercise: Social Media and Art
12	11/2		Visiting Artist Talk 2 **Social Media and Art Exercise Due**
12	11/4		Virtual Museum/Gallery Visit **Small Group Check-In 4** **Artist Talk 2 Response Due**
13	11/9		**Project 3 Due In-Class Critique**
13	11/11		**Veterans Day**
14	11/16	**Final Project**	Lecture: Project Introduction **Project 3 Documentation Due** **Project 3 Peer Review Due**
14	11/18		Student Art Talks - Group 1
15	11/23		Student Art Talks - Group 2
15	11/25		**Thanksgiving**
16	11/30		Student Art Talks - Group 3 **Small Group Check-In 5**
16	12/2		Student Art Talks - Group 4
17	12/7		**Final Project Due In-Class Critique**
Final Exam	12/9		**Online - Wednesday, December 9, 9:45AM - 12:00PM**