

San José State University
Department of Art and Art History
Art 75, Introduction to Digital Video Art, Section 02, Fall 2020

Course and Contact Information

Instructor(s):	Yolande Harris
Office Location:	Online
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Email:	yolande.harris@sjsu.edu
Office Hours:	Monday 10-11am
Class Days/Time:	Monday / Wednesday 12:00pm – 2:50pm
Classroom:	https://sjsu.instructure.com/courses/1373015
Prerequisites:	ART 74 or permission of instructor is required

Course Description

This studio course provides a general introduction to digital video art making, including histories and contemporary practices. Through workshops, in-class critiques and individual projects, students explore fundamental skills and techniques, such as camera work, video editing, sound, interaction, installation and presentation formats. An overview of contemporary video art and critical discourse will be explored through lectures, screenings, readings and a research assignment.

Course Format

This course is a synchronous online course with regular class meetings held via Zoom. Students will need a reliable internet connection, a video camera (can be a smart phone), access to a computer with Adobe Creative Suite video editing software, an external hard drive and headphones. See below for more specific technical requirements/advice.

All course material such as syllabus, assignments, readings, etc. can be found on Canvas at <http://sjsu.instructure.com> For help with using Canvas see https://www.sjsu.edu/ecampus/teaching-tools/canvas/student_resources/

Course Learning Outcomes (CLO)

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

CLO1: Be comfortable with digital video camera and camera-phone recording techniques.

CLO2: Know basic concepts for creating both narrative and non-narrative videos.

CLO3: Use non-linear video editing software to edit digital video.

CLO4: Processes for creating original artwork from concept to completion.

CLO5: Be familiar with various practices for gallery installations of Video and New Media Art.

CLO6: Understanding of current movements in Digital Video and New Media Art.

CLO7: An introductory understanding of video as a language and how it is contextualized from other moving images like film.

Course Goals

This course will provide a framework for experimenting with digital video techniques. Critical and theoretical perspectives will be stressed. Students in this course will:

- Create original projects exploring the visual and conceptual language of video and new media art.
- Research an individual video artist of their choice and present it to the class
- Complete online class assignments, workshops and labs
- Participate in structured online class critiques of fellow student works
- Write short responses to assigned readings
- Learn how to create and write a Final Project Proposal and an Artist Statement
- Create an original individual Final Project and submit it with description.

Required Texts/Readings

- All required reading material will be available on Canvas course website.
- Any supplementary learning materials, such as web resources and writing guides will be available through the Canvas course website.

Other technology requirements / equipment / material

Hardware

- Computer: Students need access to a computer (desktop/laptop) for this course that meets system requirements for operating Adobe Premiere Pro.
- Access to a camera: Students may use a DSLR or mobile device installed with comparable app like Filmic Pro that allows for HD video capture. Cameras may be available from the DMA checkout if allowed due to COVID-19 restrictions.
- External Hard-Drive: Students may need to purchase a hard-drive for this class. The hard drive is recommended to be 1 TB or bigger. Students are encouraged to regularly backup class work on the hard drive.
- Headphones – over ear headphones are preferable for editing sound.

Software

- Adobe Creative Suite [Premiere Pro, Audition, Aero] request free download for SJSU students here: <http://www.sjsu.edu/ecampus/teaching-tools/adobe/index.html>.
- Optional video software students can use if they are already familiar, include Adobe After Effects, FinalCut Pro, 3D modeling/animation software such as Maya, interactive image and video processing software such as Processing and Max/MSP/Jitter.

Online Tutorials

- Lynda.com - Access to Lynda is free through the SJSU library portal here (need library card): <https://www.lynda.com/portal/patron?org=sjlibrary.org>

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](tel:408-924-4320), art@sjsu.edu

Course Requirements and Assignments

Students are required to attend all of the lectures, participate in all class workshops and labs, prepare short written reading responses to class readings, participate in class critiques of fellow student work, complete all of the assignments, individual research presentation and the final project. Work needs to be handed in by the specified due dates and uploaded to the Canvas course website.

Projects 70%

Project 1: Editing	10%
Project 2: Sound	10%
Research Assignment and presentation	10%
Project 3: Installation/Effects/Interaction	10%
Project 4: Final Project	30%

Participation in class 30%

Participation during lectures and labs	5%
Participation in class critiques	5%
Participation in class workshops/assignments	5%
Reading responses	5%
Final Project proposal	5%
Artist Statement	5%

Final Evaluation

Submission of the Final Project video file, project description and supporting documentation on Canvas by Wednesday 12/9/2020, 12:00pm.

Grading Information

Each project will be graded according to the following outline:

- Conceptual development and background research 25%
- Coherence and command of audio-visual aesthetics 25%
- Technical proficiency 25%
- Presentation during class critique 25%

Work needs to be handed in by the specified due dates and uploaded to the Canvas course website. Late work will not be accepted, unless there are exceptional circumstances in prior consultation with the instructor. Extra credit options may be offered or requested.

A 100-90% Excellent

Student exhibits exemplary effort at comprehension and application of the required materials. All creative and writing works are engaging.

B 89-80% Good

Student completes assignments, and demonstrates a grasp of key creative concepts. Student participates actively in the classroom.

C 79-70% Satisfactory

Student completes the assignment but the work lacks creative and aesthetic effort. The work is underdeveloped, incomplete or partially broken.

D 69-60% Unsatisfactory Student does not complete the work as assigned. Substantial problems exist in student's work.

F < 60% Fail

Student does not submit work, or work is below unsatisfactory level.

<i>Grade</i>	<i>Points</i>	<i>Percentage</i>
<i>A plus</i>	<i>960 to 1000</i>	<i>96 to 100%</i>
<i>A</i>	<i>930 to 959</i>	<i>93 to 95%</i>
<i>A minus</i>	<i>900 to 929</i>	<i>90 to 92%</i>
<i>B plus</i>	<i>860 to 899</i>	<i>86 to 89 %</i>
<i>B</i>	<i>830 to 859</i>	<i>83 to 85%</i>
<i>B minus</i>	<i>800 to 829</i>	<i>80 to 82%</i>
<i>C plus</i>	<i>760 to 799</i>	<i>76 to 79%</i>
<i>C</i>	<i>730 to 759</i>	<i>73 to 75%</i>
<i>C minus</i>	<i>700 to 729</i>	<i>70 to 72%</i>
<i>D plus</i>	<i>660 to 699</i>	<i>66 to 69%</i>
<i>D</i>	<i>630 to 659</i>	<i>63 to 65%</i>
<i>D minus</i>	<i>600 to 629</i>	<i>60 to 62%</i>

Classroom Protocol

Students need to be on time to the Zoom class meetings with camera turned on for the duration of class, any necessary exceptions will be granted prior to the class starting. Students are expected to work only on this course during class time, active engagement in the class is a significant part of the grade.

Recording Zoom Classes

Portions of this course (i.e., lectures, discussions, student presentations) may be recorded for instructional or educational purposes. The recordings will only be shared with students enrolled in the class through Canvas. The recordings will be deleted at the end of the semester. If, however, you would prefer to remain anonymous during these recordings, then please speak with the instructor about possible accommodations (e.g., temporarily turning off identifying information from the Zoom session, including student name and picture, prior to

recording). Students are not allowed to record without instructor permission. Students are prohibited from recording class activities (including class lectures, office hours, advising sessions, etc.), distributing class recordings, or posting class recordings. Materials created by the instructor for the course (syllabi, lectures and lecture notes, presentations, etc.) are copyrighted by the instructor. This university policy (S12--7) is in place to protect the privacy of students in the course, as well as to maintain academic integrity through reducing the instances of cheating. Students who record, distribute, or post these materials will be referred to the Student Conduct and Ethical Development office. Unauthorized recording may violate university and state law. It is the responsibility of students that require special accommodations or assistive technology due to a disability to notify the instructor.

Technology Requirements

Students are required to have an electronic device (laptop, desktop or tablet) with a camera and built-in microphone. SJSU has a free equipment loan program available for students. Students are responsible for ensuring that they have access to reliable Wi-Fi during tests. If students are unable to have reliable Wi-Fi, they must inform the instructor, as soon as possible or at the latest one week before the test date to determine an alternative. See Learn Anywhere website for current Wi-Fi options on campus.

Zoom Classroom Etiquette

- **Mute Your Microphone:** To help keep background noise to a minimum, make sure you mute your microphone when you are not speaking.
- **Be Mindful of Background Noise and Distractions:** Find a quiet place to “attend” class, to the greatest extent possible.
- **Avoid video setups** where people may be walking behind you, people talking/making noise, etc.
- **Avoid activities** that could create additional noise, such as shuffling papers, listening to music in the background, etc.
- **Position Your Camera Properly:** Be sure your webcam is in a stable position and focused at eye level.
- **Limit Your Distractions/Avoid Multitasking:** You can make it easier to focus on the meeting by turning off notifications, closing or minimizing running apps, and putting your smartphone away (unless you are using it to access Zoom).
- **Use Appropriate Virtual Backgrounds:** If using a virtual background, it should be appropriate and professional and should NOT suggest or include content that is objectively offensive or demeaning.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' SyllabusInformation web page at <http://www.sjsu.edu/gup/syllabusinfo/>.”

Art 75 / Introduction to Digital Video Art, Fall 2020, Course Schedule

Course Schedule

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.

Week	Date	Topics, Readings, Assignments, Deadlines
1	W 8/19	Introduction – course, syllabus Gather technical needs (hardware, install software) for start of week 2 Workshop: Mapping your video ecology
2	M 8/24	Lecture: Introduction to Video Art Lab: Intro to cameras, shots, framing
2	W 8/26	Workshop: temporal flow of images and camera Introduce Assignment 1: Present Time using in camera edits only
3	M 8/31	Lecture: Time 1 – Being in Time Presentations of Assignment 1: Present Time
3	W 9/2	Lab: Intro to Adobe Premiere / Non-Linear Editing Introduce Project 1: Editing
4	M 9/7	NO CLASS: Labor Day
4	W 9/9	Lecture: Time 2 – Editing Lab: Basic Editing techniques in Adobe Premiere
5	M 9/14	Work on Project 1: Editing
5	W 9/16	PROJECT 1: Critique in class
6	M 9/21	Lecture: Sound for Video Workshop: sound and listening
6	W 9/23	Lab: Sound editing for video, Intro to Adobe Audition, mics etc Introduce Project 2: Sound

Week	Date	Topics, Readings, Assignments, Deadlines
7	M 9/28	Work on Project 2: Sound
7	W 9/30	PROJECT 2: Critique in class
8	M 10/5	Lecture: Installation
8	W 10/7	Lab: multiple screens, site-specific video installation
9	M 10/12	RESEARCH PRESENTATIONS – students present in class
9	W 10/14	RESEARCH PRESENTATIONS – students present in class
10	M 10/19	Lecture: Interaction, Audience and Viewing Introduce Project 3: Interaction
10	W 10/21	Lab: Introduction to ‘Processing’ software
11	M 10/26	Workshop: Augmented Reality apps
11	W 10/28	Workshop: social media platforms for video, online streaming, creating and editing
12	M 11/2	PROJECT 3: Critique in class
12	W 11/4	PROJECT 3: Critique in class
13	M 11/9	Special workshops for final projects: Green Screen, special effects Introduce Final Project
13	W 11/11	NO CLASS: Veterans Day
14	M 11/16	Special workshops for final projects: Sound effects, foley sound Final Project Proposal DUE
14	W 11/18	Special workshops for final projects: live streaming, motion capture
15	M 11/23	Work on Final Project
15	W 11/25	NO CLASS: Thanksgiving Break
16	M 11/30	Work on Final Project
16	W	FINAL PROJECT Presentations

Week	Date	Topics, Readings, Assignments, Deadlines
	12/2	
17	M 12/7	FINAL PROJECT Presentations
Final Exam	W 12/9	Submit Final Project files, documentation and project description on Canvas by 12:00pm