

San José State University
Department of Art and Art History
Art 103, Art as System Section 1, Fall 2020

Contact Information

Instructor:	Steve Durie
Office Location:	Art Building 325
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Office Hours:	Tues 2:00- 3:00pm & Weds 6:15-7:15pm details tba
Class Days/Time:	Tuesday & Thursday 3pm- 5:50pm
Classroom:	Art Building Room 237

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.

Course Goals

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.

Course Learning Outcomes

Upon successful completion of this course students shall:

CLO1- Recite the role and function of systems theory in society and culture.

CLO2- Recite a working knowledge of different approaches and philosophies on the subject of creativity & systems.

CLO3- Develop systems based strategies to incorporate into their own art practice.

CLO4- Construct models for developing ideas utilizing various 3d and 2d software packages.

CLO5- Construct artwork strategies based on a variety of CNC processes

CLO6- Develop strategies to document artwork and creative process

CLO7- 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.

Exercises, Projects & Documentation:

Assignment 1 – Oblique Strategies and Process

Create some art in a group based on a impromptu process and prompt system and then share your art with the class and something about how you see process in your own art. (Details TBA).

Assignment 2 – Multiples, Modularity, Tessellation, and Complexity

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

Assignment 3 – Your Mark, your Audience, your CNC process

A workflow exercise to learn CNC CAD /CAM software based on various techniques with the CNC processes and G-code. (Details TBA).

Assignment 4– Blocks, Stamps, Signs and Place

Use 3d software to create mark making tools that helps you make a site specific art

pieces based on the techniques introduced in previous assignments. Virtual and Physical signs are created. (Details TBA).

Assignment 5 – Artifact: (the Model, 3d Printing, The Object). You are to first survey a range of models on repositories like Thingiverse to learn about model design and 3d printing fundamentals. Then create a series of rendered views and printed objects that are inspired from a variety of sources and working styles. The resulting products will come from investigations into the idea of what objects (real or virtual) mean and hold value as artifacts. Include a more elaborate presentation including video short. (Details TBA).

Readings and 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.

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.

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:

Assignment 1 - 4%

Assignment 2 - 15%

Assignment 3 - 7%

Assignment 4 - 15%

Assignment 5 - 30%

Readings, 12%

Documentation & Portfolio 7%

Participation 10%

Class Total: 100%

Extra Credit (research, field work) -- 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, field work) -- TBA, Instructor consent is required.

Classroom Protocol

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/. 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.”
 - It is suggested that the green sheet 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.
 - 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 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.

Art103-01 Course Schedule

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

Week	Date	Topics, Readings, Assignments, Deadlines
1	Aug. 20	First day – Introduce class and Introduce Assign1
2	Aug. 25 Aug. 27	Assignment 1 progress, discussion & presentation Assignment 1 due into Reading 1
3	Sept. 1 Sept. 3	Reading 1 lecture Reading 1 progress and intro Assign 2
4	Sept. 8 Sept. 10	Reading 1 due and Assign 2 HYBRID in CLASS DAY Work on Assign. 2, groups A-D meet seq.
5	Sept. 15 Sept. 17	Assignment 2 lecture and progress Assignment 2 work and intro Reading 2
6	Sept. 22 Sept. 24	Assignment 2 due Reading 2 and intro Assign 3
7	Sept. 29 Oct. 1	Assignment 3 lecture HYBRID in CLASS DAY Work on Assign. 3, groups A-D meet seq.
8	Oct. 6 Oct. 8	Assignment 3 working progress HYBRID in CLASS DAY Work on Assign. 3, groups A-D meet seq.
9	Oct. 13 Oct. 15	Assignment 3 is due intro Assignment 4 Assignment 4 working progress
10	Oct, 20 Oct. 22	Assignment 4 working progress Assignment 4 is due
11	Oct. 27 Oct. 29	Read 3 is due Assignment 5 intro (Final Project) Assignment 5 lecture
12	Nov. 3 Nov. 5	HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq. HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq.
13	Nov. 10 Nov. 12	Present Final presentation & report HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq.
14	Nov. 17 Nov. 19	Assignment 5 working progress Show progress on Assignment 5
15	Nov. 24 Nov. 26	HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq. Thanksgiving day (No Class)

Week	Date	Topics, Readings, Assignments, Deadlines
16	Dec. 1 Dec. 3	HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq. HYBRID in CLASS DAY Work on Assign. 5, groups A-D meet seq.
17	Dec. 8	1 on 1 Conference day @ 3pm – Optional -- NO CLASS
Final Exam	Fri. Dec.11 @ 2:45pm	Final Presentation for Final Project all Remaining Work Due