

San José State University
Department of Art and Art History
Art 75, Introduction to Digital Video, Section 02, Fall 2021

Course and Contact Information

Instructor:	Yolande Harris
Office Location:	online
Telephone:	Email preferred
Email:	yolande.harris@sjsu.edu
Office Hours:	Thursday 12:00-1:00 pm
Class Days/Time:	Tuesdays and Thursdays 9:00 – 11:50 am
Classroom:	Online, see canvas course
Prerequisites:	ART 74 or permission of instructor is required

Course Format

This course will take place online with regular class meetings held via Zoom and course materials supplied through Canvas <http://sjsu.instructure.com>. There will be a combination of synchronous and asynchronous activities. 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.

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 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
- Learn how to create and write a Final Project Proposal
- Create an original individual Final Project and submit it with description.

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.

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 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.

Library Liaison

The Art and Art History library liaison is **Gareth Scott**, a resource for academic and creative research. You may contact Gareth via email at gareth.scott@sjsu.edu or via phone (408) 808-2094 at the Dr. Martin Luther King, Jr. Library/ 4th Floor

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

Course Requirements

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%

# 1: Editing	10%
# 2: Sound I and II	20%
# 3 Research Assignment and presentation	10%
# 4: Installation/Effects/Interaction	10%
# 5: Final Project	20%

Participation and collaboration in class 30%

Includes: lectures and labs, class critiques, workshops/assignments, reading responses and project proposals

Final Evaluation

Submission of the Final Project video file, project description and supporting documentation on Canvas.

Assignments

1: Editing: create a 1-minute video that uses multiple different images edited together. Carefully consider how each image moves into the next. Can you keep a smooth flow so that the viewer is held in the whole movement rather than being distracted by the edits? For content, choose a topic and style that is relevant to your own artistic practice. Use Adobe Premier or another linear video editing software.

2: Sound I: record three sounds that fascinate you from your everyday life, sounds that are satisfying and curious to you for some reason. Do not choose musical examples, but rather sounds from your everyday environment. Record these sounds, combine them together into a 1-minute sound file and post in a whole-class discussion forum.

Sound II: create two contrasting videos to explore your sound recording.

3: Research Assignment and Presentation: prepare an individual 5-minute presentation about one digital video artist

4: Installation/Effects/Interaction build on work learnt in class to create a short video that explores one or more of the topics installation, effects and interaction.

5: Final Project: Create a final independent project that is original, complete and ready for presentation on the final week of term. The specific parameters are dependent on the interests and needs of each student and will be developed through feedback in-class critiques. The project should build on the work developed during the term. The work must be presented during the final critique and documentation uploaded to Canvas.

Grading Information

Each major 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 if possible and audio working as there will be a lot of class participation and discussion. Students are expected to work only on this course during class time, active engagement in the class is a significant part of the grade.

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.

General Expectations, Rights and Responsibilities of the Student

As members of the academic community, students accept both the rights and responsibilities incumbent upon all members of the institution. Students are encouraged to familiarize themselves with SJSU’s policies and practices pertaining to the procedures to follow if and when questions or concerns about a class arises. See University Policy S90–5 at <http://www.sjsu.edu/senate/docs/S90-5.pdf>. More detailed information on a variety of related topics is available in the SJSU catalog, at <http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html>. In general, it is recommended that students begin by seeking clarification or discussing concerns with their instructor. If such conversation is not possible, or if it does not serve to address the issue, it is recommended that the student contact the Department Chair as a next step.

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/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 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.”
- “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/>.

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 [Accessible Education Center](http://www.sjsu.edu/aec) (AEC) at <http://www.sjsu.edu/aec> to establish a record of their disability.

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](http://www.sjsu.edu/senate/docs/S14-7.pdf) at <http://www.sjsu.edu/senate/docs/S14-7.pdf>.

Student Technology Resources

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.

Art 75 / Introduction to Digital Video Art, Fall 2021

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.

Week	Date	Topics, Readings, Assignments, Deadlines
1	Th 8/19	Introduction – course, syllabus, technology Workshop: Mapping your video ecology
2	Tu 8/24	Lecture: Introduction to Video Art Lab: Intro to cameras, shots, framing
2	Th 8/26	Workshop: temporal flow of images and camera Introduce Assignment: Present Time using in camera edits only
3	Tu 8/31	Lecture: Time 1 – Being in Time Presentations of Assignment: Present Time
3	Th 9/2	Lab: Intro to Adobe Premiere / Non-Linear Editing Introduce # 1: Editing
4	Tu 9/7	Lecture: Time 2 – Editing Lab: Basic Editing techniques in Adobe Premiere
4	Th 9/9	Work on # 1: Editing
5	T 9/14	# 1: Editing, Critique in class
5	Th 9/16	Lecture: Sound for Video Workshop: sound and listening
6	T 9/21	Lab: Sound editing for video, Intro to Adobe Audition Introduce # 2: Sound I & II
6	Th 9/23	Work on # 2: Sound I (audio only)
7	T 9/28	# 2: Sound I, informal critique in class
7	Th 9/30	Work on # 2: Sound II (audio plus 2 videos)
8	T 10/5	# 2: Sound II, Critique in class
8	Th 10/7	# 2: Sound II, Critique in class
9	T 10/12	Lecture: Installation Introduce #3: Research

Week	Date	Topics, Readings, Assignments, Deadlines
9	Th 10/14	Work on #3: Research
10	T 10/19	# 3: RESEARCH PRESENTATIONS
10	Th 10/21	# 3: RESEARCH PRESENTATIONS
11	T 10/26	Lecture: Interaction, Audience and Viewing Workshop: Introduction to Processing.org Introduce # 4: Interaction
11	Th 10/28	Workshop: Augmented Reality and Virtual Reality
12	T 11/2	Work on # 4: Interaction
12	Th 11/4	# 4: Interaction, Critique in class Introduce # 5: Final Project
13	T 11/9	Special workshops for final projects: Green Screen, special effects Final Project Proposal
13	Th 11/11	VETERANS DAY - NO CLASS
14	T 11/16	Work on # 5: Final Project
14	Th 11/18	Special workshops for final projects: Sound effects, foley sound
15	T 11/23	Work on # 5: Final Project
15	Th 11/25	THANKSGIVING DAY – NO CLASS
16	T 11/30	# 5: FINAL PROJECT Presentations
16	Th 12/2	# 5: FINAL PROJECT Presentations
Final Exam	T 12/10	7:15 – 9:30 am: online submit Final Project files, documentation and project description on Canvas