

San José State University
Department of Computer Science
CS185C, ADV PRAC COMP TOPICS, Section 2

Computer Science & Media Arts

Spring Semester, 2016

Course and Contact Information

Instructor:	DONG LIANG
Office Location:	DH282
Email:	dliang@uchicago.edu
Office Hours:	MW 1430-1500 or by appointment
Class Days/Time:	MW 1500-1615
Classroom:	MH 422
Prerequisites:	None

Course Description

Computing topics of current interest in industrial practice. Emphasis on effective use and integration of software/hardware. Different topics may be offered at different times in a short-course lecture/lab format and may be repeated for credit.

The reason that Apple is able to create products like the iPad is because we've always tried to be at the intersection of technology and the liberal arts.

--Steve Jobs

One of the most prominent ways in which digital technology disseminates in today's society is through media arts. How does digital technology condition and manifest itself through media? How do media acknowledge and reimagine technology? How do the two coevolve? How can we think critically about the role played by technology in media arts? This course surveys the possible theoretical interventions

between computational technology and new media arts. It aims to cultivate for students majored in computer science as well as media arts an introductory but nevertheless thorough understanding of critical media studies, especially those concerning films and games. By the end of the course, students should be able to conceive the creative collision not only between computational models and media practices, but also between science and humanities.

Learning Outcomes

Course Learning Outcomes (CLO)

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

CLO1: Conduct research on a specific topic that interrelates computer science and media arts

CLO2: Give presentation to a peer group the result of the above research

CLO3: Analyze a particular media artifact, underlying the computational processes that make it function

CLO4: Create a digital media art piece that illustrates the issues covered in the class.

Required Texts/Readings

Textbook

(LN) Lev Manovich, *The Language of New Media*, The MIT Press, 2000

(EP) Noah Wardrip-Fruin, *Expressive Processing: Digital Fictions, Computer Games, and Software Studies*, The MIT Press, 2009

Other Readings

Selected portions of the following (the list is non-exhaustive) will be provided through Canvas:

Kristen Whissel, *Spectacular Digital Effects: CGI and Contemporary Cinema*

Alexander Galloway, *Gaming: essays on algorithmic culture*

David Bolter, *Turing's Man: western culture and computer age*

Joseph Weizenbaum, *Computer Power and Human Reason*

Joseph Anderson, *The Reality of Illusion*

Other equipment / material requirements (include if applicable)

None

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. More details about student workload can be found in [University Policy S12-3](http://www.sjsu.edu/senate/docs/S12-3.pdf) at <http://www.sjsu.edu/senate/docs/S12-3.pdf>.

1. Research Presentation (20%)

Students will be responsible for either 1) digesting each week's reading material and presenting the gist of them to the class; 2) conducting online research on a specific topic (e.g., the current status of VR media practice). A successful presentation excites its audience by raising (not necessarily answering) important and unique

questions.

2. Media-Specific Analysis Short Paper (2-3 pages) (20%)

Writing persuasively about different forms and media requires specific vocabularies and close reading practice appropriate to the work in question. To analyze a film, you would pay attention not only to plot or character development but also to elements of cinematography, mise-en-scène, editing and sound. To analyze a videogame, on the other hand, you might consider a different set of media-specific elements, such as graphics, interface, player activity, gameplay, software attributes, and platform features. For this short paper, select any digital media work (e.g., a website, a Machinima film, a videogame, a hypertext story, a piece of software, an app, etc.) and perform a careful, media-specific analysis of it.

3. Media Art Project (50%)

For the final assignment, you may either write a traditional essay commenting on a theoretical issue covered by the course, or take a more creative route to create a pre-approved digital media art piece, which can be any kind of media work that draws from what you have learned in this class. Papers should be 15 pages for grad students and 10 pages for undergraduates. If you choose the project option, you should include with it a brief artist's statement about the theoretical foundations of your work. If there is good reason for it, I am open to collaborative final projects created in groups of 2-3 students.

Before you turn in your final project you will present your work, briefly, in class.

NOTE that [University policy F69-24](http://www.sjsu.edu/senate/docs/F69-24.pdf) at <http://www.sjsu.edu/senate/docs/F69-24.pdf> states that “Students should attend all meetings of their classes, not only because they are responsible for material discussed therein, but because active participation is frequently essential to insure maximum benefit for all members of the class. Attendance per se shall not be used as a criterion for grading.”

Grading Policy

No make-up tests or quizzes will be given and *no* late homework (or other work) will be accepted. Also, in-class work must be completed in the section that you are enrolled in.

The following grading scale will be used:

Range	Grade
90-100	A
88-89	A-
86-87	B+
80-85	B
75-79	B-
70-74	C+
65-69	C
60-64	C-
Below 60	F

1. Participation (10%)

2. Research Presentation (20%)

3. Media-Specific Analysis Short Paper (2-3 pages) (20%)

4. Media Art Project (50%)

Note that “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](http://www.sjsu.edu/senate/docs/F13-1.pdf) at <http://www.sjsu.edu/senate/docs/F13-1.pdf> for more details.

Classroom Protocol

Class attendance is essential. Each absence will affect your academic engagement/performance, if not your grade.

Using laptop for non-class activities is not tolerated.

University Policies

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](http://www.sjsu.edu/senate/docs/S90-5.pdf) 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](http://info.sjsu.edu/web-dbgen/narr/catalog/rec-12234.12506.html), 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](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 and the following items to be included in the syllabus:

- “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 greensheet 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/>.

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.

CS185C Computer Science & Media Arts, Spring 2016, Course Schedule

This tentative schedule is subject to change with sufficient notice through classroom communication.

Course Schedule

Week	Date	Topics, Readings, Assignments, Deadlines
1	Feb 1 st , 3rd	Introduction & the idea of computation as defining technology
2	Feb 8 th , 10th	The Eliza effect (read EP chapter 2)
3	Feb 15 th , 17th	The Tailspin effect (read EP ch 5)
4	Feb 22 nd , 24 th	The SimCity effect (read EP ch 8); first group presentation on Generative arts and electronic literature
5	Feb 29 th , Mar 2nd	Principles of New Media (read LN ch 1 & EP ch 1)
6	Mar 7 th , 9 th	The Language of Cultural Interface (read LN ch 2): second group presentation on software and platform studies
7	Mar 14 th , 16 th	Database and Narrative: the digital rhetoric (read LN ch 5)
8	Mar 21 st , 23 rd	What is Cinema? (read LN ch 6) Media Analysis Assignment due
9	Apr 4 th , 6 th	Visual Special Effects (read SDE ch 4); third group presentation on Video game and education
10	Apr 11 th , 13th	Media Literacy and Media Specificity: fourth group presentation (topic

Week	Date	Topics, Readings, Assignments, Deadlines
		TBA)
11	Apr 18 th , 20 th	Half-real? Issues of realism in cinema and new media (read LN ch 4)
12	Apr 25 th , 27 th	Critical approaches to Gaming; fifth group presentation (topic TBA)
13	May 2 nd , 4 th	What is media archaeology (read LN ch 3)
14	May 9 th , 11 th	Final project presentations and peer reviews
15	May 16 th	Course review
16	May 18 th	Final project due (there is no final exam for this class)