

9-2013

MART 102.50: Digital Technology in the Arts

Richard P. Hughes

University of Montana - Missoula, richard.hughes@umontana.edu

Let us know how access to this document benefits you.

Follow this and additional works at: <https://scholarworks.umt.edu/syllabi>

Recommended Citation

Hughes, Richard P, "MART 102.50: Digital Technology in the Arts" (2013). *Syllabi*. 502.
<https://scholarworks.umt.edu/syllabi/502>

This Syllabus is brought to you for free and open access by the Course Syllabi at ScholarWorks at University of Montana. It has been accepted for inclusion in Syllabi by an authorized administrator of ScholarWorks at University of Montana. For more information, please contact scholarworks@mso.umt.edu.

SYLLABUS

MAR 102: 50 Digital Technology in the Arts Online

Instructor Rick Hughes

MAR 102 Office Hours: by Appointment only

Email: Richard.Hughes

COURSE OVERVIEW

MAR 102 Digital Technology in the Arts is an introduction to the relationship between aesthetics and the emerging capabilities of digital technology. This course will begin with a Timeline Overview focusing on artistic and technological achievements and then divide into three areas of study:

1. The Digital Foundation

- Platforms, devices, the digital language, and the Internet

2. Artistic Applications

- The pioneers, contemporary digital art, movies and gaming

3. The Digital Age

- Digital trends, the network culture and emerging technologies

OUTCOMES

The challenge of the media arts student is to integrate the capabilities of digital computation with aesthetic expression. The technological landscape continues to change dramatically so it is critical that the student artist stay in tune. With this in mind, this course has been designed to help each student gain a cohesive understanding of the multiple facets of digital technology and its relationship with art.

At the conclusion of this course students should be able to:

- Understand the evolution of the computer and the Internet
- Understand the basic functions and capabilities of current platforms and devices
- Understand the historical relationship between digital technology and art

- Articulate the aesthetic approach of pioneering and contemporary digital artists
- Articulate the role of creative and artistic expression in our expanding network culture
- Demonstrate an understanding of the realities and potentialities of 21st century emerging digital technologies

RESEARCH / ASSIGNMENTS

In this course there will be a total of **14 research topics** (a detailed description of each can be found in the Assignments area). You will be responsible for researching the assigned topic and writing a one-page single space response to the assignment question. Do not cut and paste information from websites. Your responsibility is to articulate a clear and concise perspective based on the information. Each assignment must be either a Word file or a PDF file. *See Course Calendar for due dates and specific topic information.* There will be no exams. Using the posted assignment information including accompanying videos and web links as starting points, research each of the appropriate areas. Bookmark any additional web sites used. You will be responsible for listing all of your sources for each assignment.

WEEKLY LAYOUT

On each weekly topic page there is an overview video that will layout the basic focus of that particular week. Please begin there. You will then find links to the three areas that you will focus on:

Research Areas - Insights - The Assignment

Research Areas will contain the learning objectives for that week and a number of links to curated online resources that provide access to a significant amount of information for the topic.

The Insights are interview/short lecture videos that expand the focus by giving you access to the perspective of a variety of world-class artists and thinkers in their own words.

The Assignment lays out what is expected of you for that particular topic.

You are not restricted to these information sources and are encouraged to develop your own learning threads as you progress through the course.

GRADING PROCEDURE

Grades will be based primarily on the student's ability to:

1. Demonstrate an understanding of the specific characteristics and integrative capabilities of the assigned topic in your own words.
2. Articulate a clear and concise perspective. Cutting and pasting or copying word for word off the Internet will also result in loss of points.
3. Present an organized paper including proper and punctual delivery of the assignment files. (See the Course Information area for specifics)

There will be a total of **100 points** based on the following formula:

Assignment 1 will be worth 5 points (*5 points total*).

Assignments 2 through 10 will each be worth 7 points (63 points total).

Assignments 11 through 14 will each be worth 8 points (32 points total).

Points for each assignment will be earned based on the following areas of assessment:

- Demonstrating an informational grasp of the assigned topic (see #1 above)
- Articulating a clear perspective (see #2 above)
- Organized paper and punctual delivery (see #3 above)

Points will translate into the following letter grade:

A 95-100

A- 90-94

B+ 86-89

B 83-85

B- 80-82

C+ 76-79

C 73-75

C- 70-72

D 60-69

F 0-59

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available online at http://life.umt.edu/vpsa/student_conduct.php