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MUST 310.01: Interactivity and Digital Signal Processes (DSP)

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Course Information

Course Title and Number:	Interactivity and DSP, MUST 310
Meeting Times and Locations:	MW 2:10 - 3:00PM
Professor:	Dr. Simon Hutchinson
eMail:	simon.hutchinson@montana.edu
Office:	Room 203 / 217
Office Hours:	TBA

Prerequisites

- MUST110 and MUST210
- Additionally, this is an upper-division class requiring Music Majors to have successfully passed their **UDRP**, and Media Arts Majors to have completed “**Year One**” of the **BA**.

If you do not meet these prerequisites, please join us again when you do.

Objectives

- Achieve an understanding of interactivity and its role in the creative arts
- Practice designing original interactive works using Cycling74's *Max/MSP/Jitter*
- Gain experience thinking and writing critically about existing interactive works

Texts

- Dr. Jeffrey Stolet's “Max 6 Examples,” available on Moodle: <http://umonline.umt.edu/>
- I will post additional readings on Moodle

Other Required Materials

- Storage Media (in the form of thumb drives or portable hard drives)
- You must also keep up with correspondence to your University of Montana account

Grading

Your grade will be weighed as follows:

- Lab Assignments (4) : 24% (6% each)
- Listening Journals (14) : 21% (1.5% each)
- Quizzes (TBA): 5%
- MIDI Project: 10%
- Data-Driven Instrument Project : 10%
- Final Creative Project : 20%
- Professionalism : 10%
- Concert Attendance/Replacement Paper : **Required**
- Studio Time (70% minimum) : **Required**

Additionally, because classroom discussions are a valuable means of understanding course material, I will call roll or distribute a sign-in sheet at each lecture. More than four absences will result in an automatic “No Pass.”

There are no excused absences in this policy, as the reason for an absence does not change the result of missing class material.

If you miss roll call due to tardiness, it will count as an absence.

Assignments

There will be four task-based assignments intended to give you an opportunity to demonstrate your ability to solve issues using Max/MSP/Jitter. **Late lab assignments will only be accepted on a case- by-case basis.**

Listening Journals

Students submit listening in the form as postings on the online forum of Moodle. Each week, we will listen to a piece, and often begin a discussion of that piece in the class session. Following that session, students will continue that discussion online by writing one original topic about the piece and two replies to other students' topics. Listening journals are *due before class on the Tuesday after the week they are assigned.*

MIDI Project / Data-Driven Instrument Project

These two projects are an opportunity to apply your knowledge of Max/MSP/Jitter in the creation of original interactive software. Specific guidelines will be announced two weeks in advance of each project's due date.

Final Creative Project

The final project is a creative opportunity for students to apply the theories and techniques learned in this class toward an interactive piece for their portfolios. I will give details of these requirements later in the semester. The final project is due at our scheduled final exam time (**Monday, December 8th at 1:10PM**), where we will have a final presentation and critique of all projects. **I cannot accept Final projects after the due date. Absence on this day will result in a score of zero on your final project.**

Professionalism

Outside of this classroom, your level of professionalism will be one of the main factors contributing to your success as a composer or in other pursuits. Within the classroom, examples of professionalism include: respect for your colleagues and their ideas, preparation and active participation in class, punctuality, and ethical academic behavior.

Studio Time

In order to engage with the the software and your projects in a professional environment, you will be assigned four hours (two two-hour sessions) in the studio, Room 217. **Failure to attend at least 70% of this time (approximately 33 hours) will prevent you from passing the course.** A sign-in sheet will be available in the studio.

Concert Attendance / Paper Requirement

Your attendance is required at the following two concerts:

Tuesday, September 30th, 7:30PM – **Mountain Computer Music Festival** MRH

Thursday, November 20th, 7:30PM – **New Music Missoula** MRH

In lieu of attending any concert, you may write a ten-page scholarly essay on a topic of my choosing (with full bibliographic references) as a surrogate for the concert experience. These papers are due before the end of the day on Friday of Week 15.

Failure to attend a concert or submit the optional paper will prevent you from passing the class, no exceptions.

I present these requirements in the syllabus at the beginning of the term, so that, if the concert dates or the papers post and issue, you have the option to drop the class and register for a different course or register for MUST 310 in a different semester when you are able to fulfill the course requirements.

Laptop Policy

I do not permit the use of laptop computers (including iPads, Blackberries, Cellular Phones, etc.) during the lecture and discussion portions of the class. Our department is very interested in technology and its artistic and academic applications, but laptops are not appropriate for taking notes in this class, and we wish to avoid the potential for distraction to both laptop users and nearby students.

Cellphone Policy

Students may **not** use cellular phones in class. Cell phones ringing in class are inappropriate, discourteous and disruptive. All devices must be set to silent. If your cell phone rings in class, the appropriate response is for you to promptly turn it off, quietly gather up your belongings, and leave for the day. Additionally, students may not engage in text messaging during class sessions.

Academic Honesty

All work submitted in this course must be your own and produced exclusively for this course. The use of sources (ideas, quotations, paraphrases) must be properly acknowledged and documented. For the consequences of academic dishonesty, refer to the "Student Conduct Code" available here: http://life.umt.edu/vpsa/student_conduct.php.

We take violations very seriously and they will be noted on student disciplinary records. **We will not tolerate any dishonesty or plagiarism.** If you are in doubt regarding any aspect of these issues as they pertain to this course, please consult with me before you complete any relevant requirements of the course.

To be clear: **Digitally copying other students' labs or parts of their labs is plagiarism.** You are welcome to work together and help each other with assignments, but digitally copied Reaktor files or portions thereof are very easy to detect and will result in you failing the course and possibly facing greater disciplinary action. **It is not worth it.**

Disability Services

If you are a student with a disability who will require reasonable program modifications in this course, please meet with Disability Services for Students in Lommasson 154 for assistance in developing a plan to address program modifications. If you are already working with Disability Services arrange to meet with me during my office hours to discuss reasonable modifications that may be necessary. For more information, visit the Disability Services website at <http://www.umt.edu/disability>.