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MART 523.01: Techniques in Interactive Digital Media

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Media Arts 523 -01

Tech in Interactive Digital Media

spring 2014 - The University of Montana, Missoula

McGill 228

Professor: Kim, Heejoo Gwen

Office Hours: Tues 12:10-3:00 pm

EMAIL: heejoo.kim@mso.umt.edu

COURSE DESCRIPTION

This is a graduate studio course that artists will integrate production techniques, various forms of digital media, and create interactive digital media as an expressive and communicative art form. Students are given a broad interdisciplinary grounding in the skills, concepts, and hands-on experiences they will need to engage the potentials of new technologies in art making. Students will gain hands-on experience with discussions expose students to concepts of electronic media, perception, intermedia composition, emerging venues, and other issues important to artists working with technologically based media.

OBJECTIVES

Students will demonstrate understanding of the following principles and techniques through the semester:

- : : Concepts and Terminology programming
- : : Application of still image based software in conjunction with programming, motion and time based software
- : : Project Development and presentation
- : : Professional Production Techniques

TOPICS

- : : Topics will be based on student surveys and requests throughout the semester
- : : Professional Artistic Process via web conference sessions with various artists and professionals in the design/film/media art
- : : Portfolio presentation

GRADING

Philosophy

It is a common misconception that teachers assign grades when in reality it is the student who earns the grade. You are responsible for the effort put into each project therefore you assign your own grade. The purpose of grading, from a teachers perspective, is to clearly and accurately pinpoint the strengths and weaknesses of your progress.

Evaluation

Your overall grade will be based on your understanding of the information and ideas discussed, your formal, technical, and conceptual progress as demonstrated in projects, your participation in class discussions, and professionalism during the course.

Each project will be graded on the application of technique and conceptual principles to the creative work, the organization of the production process, participation, technical proficiency with the various software applications, their aesthetic application, problem solving, project presentation and the ability to meet deadlines. The exercises/projects and descriptions are listed on the 15-week schedule sheet.

Expectations for class participation

Participation by all members is critical to the success of this studio. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic.

Attendance & participation

Good attendance and punctuality are expected for this course and will strongly affect your grade. This class only meets once a week, so only two (2) unexcused absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. A total of five (5) absences, excused or unexcused, will result in you receiving a grade of "F" for the class. Excused absences include religious holidays, a verifiable death in the family or illness with a doctor's note.

Classroom etiquette

You are expected to conduct yourself with proper respect for the classroom environment. Disruptive behavior will not be tolerated. **Turn off your cell phones** and beepers prior to class. (Does anyone even have beepers anymore?)

THE LAB

What this lab is..... This lab has been established so that students in the **Media Arts department** can have a dedicated lab in which to do their course work. You will have Griz Card access to this lab all day, every day. After hours access to the McGill building (locked after 10pm) can now be activated via approved Griz Cards on the south entrance nearest the tennis courts.

: : **What this lab is not**..... This lab will **not** be used to work on things that are outside of the course requirements and will not be used by students outside of the program. If you want to spend time fooling around with your friends, then do it at home. Abuse of this lab will not be tolerated.

SOFTWARE INFORMATION

The primary software programs that you will be using, but not limited to are:

Adobe After Effects CS 5

Adobe Photoshop CS 5

Adobe Illustrator CS 5

You will also be using the Internet and the network browser in the lab.

: : It is important that throughout the class you take advantage of the manuals, the

program help menu, and related articles downloaded from the web.

THIS COURSE SYLLABUS IS SUBJECT TO CHANGE AT THE DISCRETION OF THE INSTRUCTOR.

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 for review online at www.umd.edu/SA/VPSA/Index.cfm/page/1321.

Semester Schedule

Week 1 : 01.28.14 :

Course Introduction / discussion

Week 2 : 02.04.14

Concept development

Week 3 : 02.11.14

Concept development / research / sketches

Week 4 : 02.18.14

Research / sketches

Week 5 : 02.25.14

Working on prototype

Week 6 : 03.04.14

Working on prototype

Week 7 : 03.11.14

Midterm : prototype / working progress presentation

Week 8 : 03.18.14

Individual meeting / Working on final project

Week 9 : 03.25.14

Individual meeting / Working on final project

Week 10 : 04.01.14

Spring break

Week 11 : 04.08.14

Individual meeting / Working on final project

Week 12 : 04.15.14

Individual meeting / Working on final project

Week 13 : 04.22.14

Individual meeting / Working on final project

Week 14 : 04.29.14

Final project presentation

Week 15 : 05.06.14

Final project presentation

resources

<http://www.processing.org/learning/books/>

<http://www.learningprocessing.com>

<http://benfry.com>

<http://www.creativecoding.org/>

<http://blogs.saic.edu/ats/>

Intersections of Art, Technology, Science & Culture

<http://userwww.sfsu.edu/~infoarts/links/wilson.artlinks2.html>

Basic Composition

<http://www.johnharveyphoto.com/LearnComposition/>

<http://www.youtube.com/watch?v=ENHKjb8ItAM>

RGB decimal values

<http://cloford.com/resources/colours/500col.htm>

Color

www.colorblender.com

www.kuler.adobe.com

www.colourlovers.com

Design Principle

http://www.digital-web.com/articles/principles_of_design/

<http://www.johnlovett.com/test.htm>

<http://www.visual-research.com/research.html>

http://www.medialit.org/reading_room/article694.html

<http://www.moma.org/interactives/exhibitions/2008/elasticmind/index.html>

Information

http://www.ted.com/talks/paola_antonelli_treats_design_as_art.html

http://www.ted.com/talks/lang/eng/golan_levin_ted2009.html

http://www.ted.com/talks/scott_mccloud_on_comics.html

<http://lawsofsimplicity.com/>

http://www.ted.com/talks/lang/eng/elizabeth_gilbert_on_genius.html

for inspiration:

http://www.ted.com/talks/taylor_mali_what_teachers_make.html

http://www.ted.com/talks/ken_robinson_says_schools_kill_creativity.html

http://www.ted.com/talks/sir_ken_robinson_bring_on_the_revolution.html