

2017-18 CENTER FOR INTEGRATED MEDIA REQUIREMENTS

FALL:

MFA1

IIMC-500 Conversations on Media, Culture & Practice (3 units)

MFA2

IIMC-670 IM Project Development (3 units)

SPRING:

MFA1

IIMC-510 Research and Practice: Technology, Media and Culture (3 units)

MFA2

IIMC-690 Integrated Media Studio/Critique (3 units)

IN ADDITION:

One - 3 unit elective (A media based class with an IM faculty)

One- IM project- exhibited in the IM Studio or an approved alternate space on campus.

All IM projects are exhibited for review by the IM faculty in the Spring Semester.

15 UNITS TOTAL FOR THE 2 YEAR RESIDENCY

2016 Fall Integrated Media Project Courses

****Note:** These elective courses can count towards the Integrated Media Project Requirement

IIMC-530 Contexts for Interaction, Performance and Play
3 units

Calkin

This workshop will examine the relationship of live art, interactivity and performance within critical, micro-social, and cultural contexts. We will discuss performance and its development through various related strategies using analog and digital technology. Live events, gameplay, readings, actions, interventions and installations will be considered as contexts for interaction. Throughout the semester we will explore tools and techniques for creating, playing, manipulating and interacting with embodied media in real-time. We will examine both the practical and conceptual implications of developing content within performative and collaborative environments. During the course of the workshop we will produce a collaborative project based on a strategy of indeterminate and interactive hybridity. We will perform the project in the CIM work space in December.

IIMC-590 Computation Reconsidered

3 units

Smith

How can computation be reconsidered within the critical contexts of an art practice? In the first half of the semester, the student will be introduced to the aesthetic possibilities of combining art making, computer programming and digital technology. The classes will explore the fundamentals of programming and the more advanced techniques of screen based image processing, and computer graphics. During the second half of the semester, the students will investigate physical media, installation and interactive design. The focus of the class assignments will be the expressive capabilities of the human body in a sensor-based environment. The core concepts will involve a dialogue between physical action and digital information. A final group project will implement the body, sensors, and micro-controllers using computer programs written in class.

IIMC-620 Lens Space Code

Kapan

1 unit

A six week technical course in which students will make a simple working piece utilizing code written in the Processing programming language. This course introduces the creation and use of code modules which will be fitted together to form a working piece. Each student will create a piece that uses the modules learned in class. The piece may be anything time-based, and can include participatory aspects, interactivity, and other approaches. Topics/modules include acquiring camera data, using that data for triggers, timing, user interaction, thresholding strategies, display of graphical items (video, images, and text), and basic playing of sound files. Each student will create their own variation on the

following flow. Programming building blocks (constructs, such as if-then, loops, and arrays) will be introduced briefly and in such a way that students can make both immediate and repeated use of those building blocks. In the process, students will learn ways in which those building blocks can be connected. No prior programming experience required.

IIMC-670 IM Project Development

3 units

Leeser

IM Faculty

Course open to MFA2 Integrated Media students only. IM Project Development is designed to allow the student concentrated studio time to continue their pursuit of advanced creative and technical practices and research in consultation with their Integrated Media faculty. It is required for all MFA-2 Integrated Media students. The faculty will meet with the students on a weekly basis to discuss concepts, processes, technologies and critical issues in the continuing development of the student's required Integrated Media project.

IIMC-560 Sound as Object: Media, Space & Sound

(not offered in the 2017-18 academic year)

An Integrated Media research and production oriented workshop leading to a collective interactive environment, using experience, performance, text and sound as our material. Contemporary neuroscientific studies, presented in venues ranging from peer-reviewed journals on down to Cosmopolitan magazine bombard us with curious tales of deep connections between mental and physical logics. How are concrete and virtual cultures forming your logic by co-forming your posture, your movements and your stillness? And, as physical computing increasingly embeds itself in our daily activities, what buried physical logics is technology imposing on our minds and bodies? This workshop can be thought of as a think-tank focused on questions and speculations about "physical thinking". We will exorcise, exercise and mess with some of the ghosts driving our logic machines. We will make one or more collective projects, so please introduce us to your related readings, concerns, projects and skills and we will see what we can make together. There will be an opportunity to incorporate interactive sound features in the resulting environment/s, object/s and/or performance/s we construct. This workshop will focus on concrete experiences and interactions, more than purely virtual or screenal environments.

2017 Spring Integrated Media Project Courses

IIMC-550 SoundGameSpaceVR
3 units
Calkin

SoundGameSpace is a CIM workshop designed to use strategies of gaming and play theory to investigate interactive sound, movement and the body in public space. The workshop will review and research traditional forms of public art, public play space and site specific narrative. There will be an emphasis on examining the loss of public space due to the extensive growth of private space in our urban and suburban environments. Virtual social spaces will also be examined as a contrast to the physical environment and the social and political issues that arise around the conditions that determine our definitions of the public sphere. We will develop our responses through readings, discussions and through the production of multiple sketch games during the course of the semester. We will also collaborate on a final game project for exhibition in May.

IIMC-540 Design Research Group
6 units
Leeser

This is an elective class for Integrated Media MFA2 students. This course may be open to students at other year levels, and in other Schools, by Permission of Instructor. The class as a group will analyze and critique an Integrated Media Research Project, from the proposal stage through conceptual development, production and to the final output. The students will present their proposal within a critique format to their peers and faculty for feedback and advisement on a weekly basis.

Presentations of research, works-in-progress, technology applications, methodologies and critical analysis will all be a part of the discussions within the class. Upon completion the students will present their IM Research Project and their associated body of work to the class for the final class review.

IIMC-580 Philosophical Toys
(not offered in the 2017-18 academic year)

This course will investigate toy design, philosophy and play as a hybrid art practice. It will focus on the design, production and use of performative objects and the implications of calling them toys. Beginning with a historical perspective, the class will investigate the evolution and classifications of toys and play in culture. We will then negotiate an understanding of interactivity and use-value through Winnicott's transitional object theory and Baudrillard's notion of the gizmo.

Toys will be produced using various materials and media through the invention, inversion and invalidation of objects. The role of fantasy and imagination in

artmaking and viewership will be prioritized. The trajectory of the class will lead us to toy design as cultural critique. This hands-on course will entail collaboration and individual assignments, punctuated by readings and discussions.