The Center for Integrated Media

Integrated Media (IM) is a cross-disciplinary supplemental concentration of workshops, seminars and critiques offered by The Center for Integrated Media (CIM) at CalArts. The cross-disciplinary curriculum is designed specifically for advanced graduate students whose creative use of media and technology goes beyond their primary areas of study in art, dance, film/video, music, theater and creative writing. The Center for Integrated Media is designed to accommodate those students who want to interact with their peers from across the Institute within a learning environment that features a collective studio, an exhibition space and digital media tools, enabling them to explore new spatial and environmental installations, media based performance, digital video, sound, gaming, interactivity, object based media and the Internet.

Prospective graduate students who are interested in The Center for Integrated Media can apply to the relevant métier MFA program and indicate their intention to be considered for IM on their admissions application. Applicants to IM should review the IM portfolio and essay requirements in addition to their métier program requirements. MFA program faculty and IM faculty review these applications jointly. Applicants are expected to show a high level of artistic and critical ability required for the métier program and, at the same time, demonstrate significant intention to experiment with digital media technologies through a cross-disciplinary creative practice.

IM students must fulfill all of the requirements of their métier MFA programs. In addition, students must complete 2 IM seminar classes, an IM critique class, a Project Development class and produce an IM project during their final year of residency. Further coursework can include elective courses on technical and theoretical subjects such as media theory, network topologies, new software and hardware, programming basics, digital video production and editing, interactive systems and new Internet applications.

Integrated Media Learning Goals

- Actualize the complex dialectic between the creative process and new forms of media;
- As content producers, integrate diverse forms of practices into multi-platform artistic expressions;
- Forge creative research into the media arts, science, technology and cultural studies;
- Think critically and communicate persuasively about the aesthetic and political possibilities inherent in media and culture; and
- Conceptualize, plan and execute sophisticated projects that articulate a distinct vision using a broad range of media and transdisciplinary skills.

Integrated Media Concentration Requirements

Year I - Fall
IIMC500 Conversations on Media, Culture and Practice
This seminar is an advanced graduate seminar focusing on topics in history and theory with in-depth analysis and discussion of critical issues inherent in the use of technology in art practice, interdisciplinary collaboration, performance disseminaton and display of work with multiple forms of media. Readings will be used to address the history of interdisciplinary, interactive work and the developments in many fields that have led to the present state of the art. We will be reviewing works by artists that lectures in the "Conversations on Technology, Media and Practice" class, in addition to texts that provide an insight to recent media theory and global networked culture.

Year I - Spring
IIMC510 Research and Practice Seminar
An overview of the history of art and technology and a series of talks given by visiting artists and writers from various disciplines. The class is designed to promote interaction and dialogue with students around issues of technology, artistic practice and media culture.

Year 2 - Fall
IIMC670 Integrated Media Project Development
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.

Year 2 - Spring
IIMC690 Integrated Media Project Critique
Members of the CIM faculty and fellow students participate in the Integrated Media Studio & Critique. In the fall semester, the students work with the faculty to develop an Integrated Media project. Each week in the spring semester, one student or collaborative team gives a formal presentation of their Integrated Media project to be followed by an extended discussion with the their peers and faculty. This is a rigorous but supportive forum for considering technology-based artworks, and discussing current trends and issues in the field of new media. There will also be opportunities for hands-on workshops and demonstrations of new technology and new media during the fall semester.

+1 Media Based Elective with an IM faculty

IM Electives Fall 2019

IIMC590 – Computation Reconsidered – Stephanie Cheng-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.

IIMC620 – Lens Space Code – Hillary Kapan

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.

IIMC635 – Algorithmic Practices – Daniel Jackson

Algorithmic Practices I: There is a long history of algorithmic processes in art. We will approach our study through the history of Fluxus and conceptual art, and use rules, scripts and scores to understand computers as performers. We will use both analog and digital means to communicate and visualize ideas, so that collaborators can implement them in actual matter. Computers are in the hands of technologists whose sole purpose is commerce. As artists, how can we utilize this system for our own ends? We will find methods and approaches of instructing computers that are friendly to open-ended artful creativity. Designed for the student with no programming experience, this course will require analog and digital experimentation and making throughout the semester to produce work that engages directly with the computer and algorithms as a collaborator and executor, fundamental to the meaning and context for our work. Also you'll learn Processing.