ASTU 2450 // INM

Tuesday and Thursday 11:00 - 1:50 // Curry 316

Description

ASTU 2450 provides an introduction to the New Media studio practice with a focus on time-based image, sound, interactivity, and performance. This course is structured around three components – studio work, the development of technical skills, and introduction to the broad field of new media / electronic and time--based arts. Artistic voice is emphasized over technical skills. Prerequisite(s) ART 1200, 1440, 1450, 1500, 1510.

ASTU 2450 is a learning laboratory for digital art making processes from brainstorming through output. Students are encouraged to mix media, taking clues from a rich tradition of avant-garde experiments and hybrid forms. All projects must incorporate digital tools in some stage of their process, though final formats may integrate traditional techniques and materials as well. The studio establishes a collaborative learning environment, wherein all participants take turns sharing their expertise and discoveries in a laboratory of emerging technologies.

Expectations

• Come to class prepared & on time with the materials you need to work.
• Turn in assignments when they are due. Late or incomplete work may be grade 316d, but not critiqued. Late work will be penalized a full letter grade for each day it’s late.
• Participate consistently in class discussions and critiques (especially those that are not your own).
• Respect your peers’ opinions, beliefs, orientations, and histories when civilly discussing work and concepts.
• Share your skills, experiences, and energy to strengthen the community.
• Look beyond the façade of aesthetics at the conceptual framework that underpins your project.
• Research everything all the time.
• Attempt to explore difficult questions in your work; this will be rewarded in your grades.

Utilize the library and Internet as resources for researching artists and exhibitions.
• Gain support of your fellow students, and take collaborative risks when warranted.

Goals

• Recognize the relationships between digital art, culture, and technology.
• Make educated technological and conceptual decisions based on exploration and utilization of the computer and digital tools.
• Demonstrate proper procedure, maintenance, and competency with all New Media equipment.
• Develop craftsmanship and competency with digital tools including: the computer, the Adobe Creative Suite, the web, printers, scanners, and non-linear editing software.
• Identify patterns in historical and contemporary digital art practices, and be able to define digital art terminology.
• Analyze critically your own work and the work of others in critique.
• Translate ideas into visual presentations through storyboards, sketches and digital execution.
Materials

You are responsible with providing the following:

- Articles, text, and links as assigned -- there will be quite a lot of reading. Your textbook for this class is *The New Media Reader* by Wardrip-Fruin. All additional required reading material will be available online or will be placed on reserve in the library.
- A sketchbook/journal
- Whatever other supplies your projects dictate. The University may have some of these, but probably not everything. (Pens, pencils, sewing kit, etc)
- UNT Email (This is how we will communicate outside of class)
- Shop cards- you must go through proper training & protocol to acquire shop cards for both the Sculpture Studio and the Fab Lab. (Yes these are two cards)
- External Hard Drive (at least 500 GB, 7200rpm) Seagate, LaCie, Western Digital, etc. Expect to pay around $120.00 for these, and I recommend the LaCie Rugged USB drive. (it is your responsibility to save your work).

* Students may check out and are responsible for returning, in good working order, the following camera package and equipment. (See separate list)

**Students are financially responsible for missing, neglected, or broken equipment. Replacements can be ordered by contacting Mary Braden, who will provide you with a quote for the item in question. Students must turn in all equipment and rented materials in order to receive a final grade for the class.**

Software Tutorial Resources

All students have free access to the website Lynda.com, you may access Lynda after the 12th class day.

Grading

You will be evaluated on the basis of completed projects (70%), & attendance and participation (30%). Projects will be graded on their timely completion (40%), originality in visual and conceptual approach (30%) and evidence of skill development, attention to detail and research (30%). Other factors that will affect your grade include participation in class discussions, ability to respond to criticism and relate to suggestions for improvement to your work.

Break it down:

- GLITCH: 15 pts
- SOUND: 15 pts
- VIDEO: 15 pts
- INTERVENTION: 15 pts
  - Artist Presentation: 10 pts
  - Portfolio: 10 pts
  - Attendance + Participation: 20 pts
  - Total= 100 points possible

Your grade for individual projects will be evaluated on creativity AND craftsmanship. Creativity is your individual and unique approach to the assignment. Craftsmanship is your level of mastery of the technical aspects, including presentation. While active participation in class can raise your grade, the converse is true.

A = Superior – The grade A indicates that work is superlative and surpasses expectations for the assignment, that critique participation is exceptional, often leading discussions with full interest in other students’ ideas and work.

95-100 pts = A /// // 90-95 pts = A-
B = Above Average – The grade B indicates that work is extraordinary and goes beyond the minimal requirements of an assignment, that critique participation is exemplary and fully respectful of other students' ideas. **87-89 pts = B**

C = Average – The grade C indicates that work is completed as assigned, that participation in the critique is regular and fully respectful of other students' ideas. **77-79 pts = C+  ///// 73-76 pts = C  ///// 70-72 pts = C-**

D = Below Average – The grade D indicates that work is completed, but is not completed as assigned, that participation in critique is sporadic or minimal. **60-69 pts = D+  /////**

F = Fail – The grade F indicates that work is not completed as assigned and that there is minimal or no participation in the assignment critique. **Below 60 pts = F  /////**

Questions
If you have questions about a grade from a specific project, you can make an appointment to discuss it with me during office hours. Questions about grades will not be allowed after 1 week of receiving the grade.

Critiques
A major component of the course is the ongoing development of an ability to comment upon work made by oneself and one's peers. It is beneficial to receive such comments as they can accelerate ideas and act as motivation for future work. Your participation in critique is important. It will be considered as a component of your project grade and your final grade. Attendance of all class critiques is MANDATORY unless you have made arrangements in advance with Professor LaFleur to have an excused absence on that specific day. Being late to critique is disruptive, rude and hindering to the overall atmosphere. **Failure to attend final class critique days will result in a failing course grade.** It is important for everyone to be present and to start on time in order to adequately critique everyone's work. Your participation in critique is important and it will be considered as a component of your project grade and your final grade.

Open Studio
Studio time will be built into this class. This time is for you to work under supervision in the classroom. This is the best time to ask me specific questions about your work, and get feedback on your works in progress. It is expected that you will have enough work to occupy the full class period.

Computer Issues
Occasionally, problems do arise. Files can be accidentally erased, disks can be corrupted, networks can crash, and printers can break down. **Be prepared! Backup all files.** Drives and disks are cheap, your time is not.

Attendance Policy
**Attendance is mandatory.**
I will take attendance at the beginning of class. Two unexcused absences will lower the final grade by one degree (+/-). Three unexcused absences will lower the final grade by one letter. Subsequent absences will lower the final grade by an additional letter for each absence. In the event of medical, sports or extreme circumstances, an absence may be excused at the professor's discretion.

2 tardies = 1 absence. Tardiness is defined as being 10 minutes late for class or departing 10 minutes before the instructor has formally dismissed the class. A tardy that exceeds one half hour will be counted as an absence. Anyone who does not make it back to class on time after a break will be marked tardy for that class. Likewise anyone who does not return to class after the first half of class will be marked absent for the class. Students who miss presentations and class discussions due to absences must obtain notes and assignment descriptions for the classes...
missed from a responsible classmate prior to the end of the next class period.

Honor Code

To create a respectful learning environment, each student in this course agrees to an honor code, refraining from stealing, lying about University business, and cheating on academic work. Breaking this honor code will result in a failing grade in the course.

- Stealing is the intentional taking of any property without right or permission // plagiarism.
- Lying is intentional misrepresentation of any form.
- Cheating is any practice, method, or assistance, whether explicitly forbidden or unmentioned, that involves any degree of dishonesty, fraud, or deceit. Cheating includes plagiarism, which is representing another’s ideas or words as one’s own.
- Each student is responsible for learning and observing appropriate documentation of another’s work.

Disability Statement

The College of Visual Art and Design is committed to full academic access for all qualified students, including those with disabilities. In keeping with this commitment and in order to facilitate equality of educational access, faculty members in the College will make reasonable accommodations for qualified students with disability, such as appropriate adjustments to the classroom environment and the teaching, testing, or learning methodologies when doing so does not fundamentally alter the course.

If you have a disability it is your responsibility to obtain verifying information from the Office of Disability Accommodation (ODA) and to inform me of your need for an accommodation. Requests for accommodation must be given to me no later than the first week of classes, your accommodation request will be considered after the deadline. Grades assigned before an accommodation is provided will not be changed. Information about how to obtain academic accommodations can be found in UNT Policy 18.1.14, at www.unt.edu/oda, and by visiting the ODA in Room 321 of the University Union. You may also call the ODA at 940.565.4323.

Course Risk Factor

This course is recognized that there are certain risks inextricably associated with certain activities within the lab, and categories are assigned to the risk factors. Working with computers in a lab environment such as this class is considered a category 2 risk. I ask every student to be especially mindful of these risks. Be concerned for your safety and the safety of those around you, specifically as it relates to how you use your computer equipment.

Building Emergency Procedures

In case of an emergency (alarm will sound), please follow the building evacuation plans posted on each floor of your building and proceed to the nearest parking lot. In case of a tornado (campus sirens will sound) or other weather related threat, please go to the nearest hallway or room on your floor without exterior windows and remain there until an all clear signal is sounded. Follow the instructions of your teacher and act accordingly.

Center for Student Rights and Responsibilities

Each University of North Texas student is entitled to certain rights associated with higher education institutions. See www.unt.edu/csrr for further information. The instructor retains the right to change the syllabus with or without notice

A few words about subject matter...

Art is always subjective. What someone considers beauty others might consider obscene. Regardless, it is my strict policy to never censor your art or restrain your freedom of speech. There are, however, some considerations in which to make note. As this class deals with the use of photographic/ videographic imagery it is important to be aware that recording illegal activities or illicit substances could very well lead to legal troubles with the authorities. Be aware that even though you may only be "documenting" said activities or substances you could still be implicated if anyone was to find your imagery problematic. The University follows all the laws of the State of Texas to the letter. Be the “cutting-edge” artist you want to be...but make sure you are protected legally, and if you ever have a question please ASK ME!

Course Schedule

* See Attached