ASTU 2450

Intro. to New Media Art
Curry 316
T/TH 11:00 - 1:50
Office: Curry 312
Office Hours: W 9-11:00
Contact: liss.lafleur@unt.edu

Pipolitti Rist @ the Whitney
What is New Media Art?
New Media Art @ UNT is an interdisciplinary studio art practice that combines new media technologies such as: video, computers, digital tools, audio, robotics, 3d printing, virtual reality, and interactive installation. The Photography program at UNT emphasizes creative, professional, technical and intellectual growth.

New Media Art is the merging of art + technology, and can be traced to other fine arts like Film, Kinetic Sculpture & Video Art.

What is New Media Art at UNT?
New Media at UNT is housed in the College of Visual Art + Design. The College of Visual Art + Design contains 3 Departments: Art Education/Art History; Design; and Studio Arts. New Media Art is a concentration within Studio Arts, alongside Drawing & Painting, Sculpture, Ceramics, Fibers, Photography, Printmaking, and Metalsmithing & Jewelry.
The mission of the New Media Art program at the University of North Texas is to cultivate new methods of performance and media art practices in contemporary art. Through creative and critical inquiry, we emphasize artistic excellence, interdisciplinary learning, socially engaged practices, and welcome collaboration.

We see our mission as the study and practice of visual culture, past and present, in order to understand how the convergence of performance, storytelling, and media can illuminate and expand, or conceal and limit the worlds they represent. Finally, we recognize that example is the best teacher and strive through our own creative research to embody the values we wish to impart. Pursuing research and creative opportunities, both locally and internationally, we draw upon and engage with the current critical discourse around Media and Performance Art.

*This mission is fulfilled:*

- Through innovative active learning curricula that contributes toward and engages with current practices and theoretical structures
- By continually investigating emerging media and technologies, as well as traditional approaches, as a way to open new channels of research and practice
- Through a belief that diversity—in background, status, culture, and viewpoint—is essential to a vital and creative community
- By expecting academic excellence as a fundamental part of a professional education in the visual arts
- Through a commitment toward rich engagement within our communities through community based learning experiences and service related activities
- By fostering an intellectual community within which experimentation is key
Intro to New Media Art introduces media-based practices and art historical constructs. Students learn foundations in filmmaking, sound, lighting, green screen usage, multi-channel installations, projection mapping, and editing of digital materials using the Adobe Creative Suite.

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.

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.
MATERIALS

* **Google VR:** You must buy a viewer for your cell phone. If you do not have a cell phone please talk to me about it ASAP. Purchase here accordingly:  https://vr.google.com/cardboard/get-cardboard/
* A sketchbook/ journal
* Whatever supplies your projects dictate— we will have some materials but there is no guarantee! *Plan and discuss with me as soon as you know what you might need!*
* **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).
* Headphones

**Recommended (some available for check out through NM and the Factory):**
* DSLR camera capable of both HD photography and video *(Some iPhones takes 4D video now! Wow!)*
* Tripod!!!
* Audio recorder & microphones

OBJECTIVES

* Develop and articulate a conceptual direction for your work
* Position your work in a contemporary art context: within the constructs of digital: media: performance
* Develop a relationship with the broader art community
* Develop critique skills
* Develop public and extemporaneous speaking skills
* Participate in critical readings and discussions
* Participate in exploratory and performative workshops
* Cultivate an ongoing dialogue about your work through advising with your Instructor
* Develop iterative interplay of conceptual, formal, and technical development of work
* Develop the capacity to empathize with unfamiliar modes of creative production

OUTCOMES

* Complete 3 independent studio projects
* Write and perform 1 personal manifesto
* Formally present on 1 New Media artist
* Engage with visiting artists on campus and on field trips
* Develop self assessment strategies through critique, reflection and writing

MENTORING

You will have two one-on-one appointments with your Instructor and one small group meeting. These meetings are twenty minutes long and are designed to help foster the development of your work and your direction of
study. Meetings will take place in twenty minute slots on open studio days. You are required to sign up for two individual meetings over the course of the semester.

ASSIGNMENTS

I. Project 1: Photo Roman
Made is the style of Chris Marker’s La Jetée (1962). Similar to the format of a cartoon or visual novel, a Photo Roman is a method of storytelling that includes: still photographs, sometimes music, narration, and sound.

- Your final video must be exported correctly, titled Lastname_Firstname, and uploaded to Blackboard prior to your given critique day.
- You are not to use any “mainstream music,” and must either make your own sounds, or use creative common compositions like those Vimeo Music and FreeSounds.org.
- Your video must be between 3 and 6 minutes long and have: a title slide with your name, between 30-50 images, and an end slide with any credits necessary.

II. Project 2: Multi-channel video
A multi-channel video installation consists of two or more display devices, such as monitors or projectors, used in the same work of art, in the same viewing space. The viewing space may be expanded to multiple monitors throughout an entire room, or two projections situated side-by-side or overlapping. Multi-channel works range from classic early video pieces, such as Vito Acconci's Remote Control (1971), which includes two monitors and two video sources, to more recent works, such as Christian Marclay's Video Quartet (2002), a four-channel video projection.

- Your final videos must be exported correctly, each titled as Lastname_Firstname_1, Lastname_Firstname_2, etc — and uploaded to Blackboard prior to your given critique day.
- You must have a minimum of 3 channels of video content
- Your video content should loop continuously - we will watch each for about 5 minutes.
- Sound is optional.

III. Project 3: 3D, Performance (video or stills), or VR story
For your final project, you should choose to produce either a 3D projection mapping or a digital performance.

- For Projection Mapping: You must produce a large-scale 3D object, or collection of objects, video content, and sound. Think about your materiality (inflatables, soft or hard materials, translucent or solid), and use Mad Mapper and Module8 to successfully 3D map your content onto your object(s). This could be looping or not, but must be between a 5-10 minute experience.
- For Performance: You must perform for the camera directly, and this mean be in front of a live audience or solo. We will critique your: documentation photographs, videos, and ephemera. Performances can be open to any duration, and documentation should be used to capture the experience from every possible angle.
- For VR: You must choose between VR video or panoramic stills, and you must include an audio component for headphones. This could include: a soundscape, an interview, compositions/ singing, or additional sounds. Total VR experience should be between 5-10 minutes.
- For your final project you MUST receive approval from Professor LaFleur through one of your mentoring sessions.
IV. **Artist Presentation**: Throughout the semester, each student will give a presentation on a significant media artist. You will each select your artist and find your corresponding presentation date within the syllabus on the first day. Presentations must cover some biographical information, analyze at least 3 of the artist’s most relevant works in terms of subject, form, content and context, and relate the artist to a larger contemporary and New Media based art history. What were their influences, what were reviews of their work, when and where was their work predominantly made, and what are overarching themes?

The entire presentation should be accompanied by image-based slides that illustrate your talk. A PowerPoint presentation or Prezi will work well. You may also show a brief video (no more than 1 minute) to help illustrate your presentation, and the overall presentation will be no longer than 10 minutes long.

V. **Manifesto**: Each week we will read and discuss a Manifesto from your textbook. It is your responsibility to respond to this text in your sketchbook or journal throughout the semester. The construct of a “journal” can be interpreted loosely, but should include a substantial amount of: written responses (300 words or so per week), photos, drawing, paintings, clippings, collections, artifacts, etc. You could research the author(s), the topic, the year it was made, and write out any questions it brings to mind - all of which should be shared with the class during discussion.

Throughout the semester we will analyze the format and purpose of the manifest, and you will eventually write your own. On **November 29th**, both Intro to New Media courses will meet to read their manifestos aloud as a performance. You must submit your final manifesto as a .PDF on Blackboard (titled Lastname_Firstname) before **December 1, 2016**.

**EXPECTATIONS**

**Class Preparation.** Bring your laptop, journal, drawing/sketching media, camera, and the completed assignments and materials requested the week before to every class. Please also come fed, rested and ready to go! Your participation is important to the success of the overall class.

**Class Assignments.** You must complete all assignments. Weekly writing, studio, research, and reading assignments will ALL be accounted for. Preparation for in class work is considered in your assignments.

**Class Participation.** Be an active part of the class, ready to participate and provide constructive and respectful feedback to your peers. Class participation in discussions, critiques and field trips is a large part of your grade. If you are challenged by speaking in class, meet with the Instructor to find an alternate way to participate and share your voice.

**Class Communication.** We will be communicating through our class Blackboard site, as well as your UNT.edu email address. You are expected to check both of these platforms on a regular basis for class communication.

**Technology:** Students are expected to have the technical skills necessary to produce work in the new media forms that they choose for their project, or at least be fluent enough to solve problems. Additional technical training will not be included in the content of the course nor will we work as a group to develop such skills during class time. Students are responsible for developing necessary remedial technical skills independently, although one-on-one help will be provided as time allows.

**lynda.com tutorials are built into this course for necessary hands on trainings. You will need to look at each of the designated modules and watch according to your own skill levels. For some modules you might need to watch the entire collection of tutorials, while for others you may only need to watch one or 2.**
**Etiquette.** Please do not attempt to add me as a friend on Facebook until after you graduate. Please do not message me on Facebook, Instagram, or any other social media platform. Please do not text me. When you write me an email compose it in a professional manner with a salutation and a sign off. Until the time comes when I give indication otherwise, please address me as Professor LaFleur.

**GRADES**

| Project 1: 20 points  
| Project 2: 20 points  
| Project 3: 20 points  
| Presentation: 15 points  
| Manifesto: 15 points  
| Attendance & Participation: 10 points |

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.

\[
A = 90 - 100 \quad B = 80 - 89 \quad C = 70 - 79 \quad D = 60 - 69 \quad F = 0 - 59
\]

**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.

**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.

**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.

**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.

**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.

**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

ATTENDANCE IS MANDATORY.
More than three absences (for whatever reason) will result in a NO CREDIT for this course. This includes illness, so plan to use your absences ONLY for emergencies. Do not plan conflicts during this class time for any reason. If you need to miss class for an extended period of time for an emergency or an illness please contact your instructor immediately for options.

*If you must miss a class you are required to contact the Instructor the same day regarding your absence. It is your responsibility to find out what you have missed first from Blackboard or a peer. Please contact someone in the class first, and then email me with follow up questions. Come prepared for the next class.

Tardies 3 tardies is considered an absence. I will take attendance and mark tardies promptly at the beginning of class.

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.

ACCOMMODATIONS

UNT 15.2.5 - Student Attendance and Authorized Absences Policy Statement. The University of North Texas recognizes that student success is promoted by regular attendance and participation in class. It is the responsibility of the faculty member to notify students in writing of any special attendance requirements for the class. This policy applies to all modes of course delivery.

16.001 Disability Accommodation for Students and Academic Units Policy Statement. The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time, however, ODA notices of reasonable accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class.

Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student.
For additional information see the Office of Disability Accommodation website at http://www.unt.edu/oda. You may also contact them by phone at 940.565.4323.

ACADEMIC INTEGRITY

18.1.16 Student Standards of Academic Integrity Policy Statement. Academic integrity emanates from a culture that embraces the core values of trust and honesty necessary for full learning to occur. As a student-centered public research university, the University of North Texas promotes the integrity of the learning process by establishing and enforcing academic standards. Academic dishonesty breaches the mutual trust necessary in an academic environment and undermines all scholarship. The Student Standards of Academic Integrity are based on educational principles and procedures that protect the rights of all participants in the educational process and validate the legitimacy of degrees awarded by the University. In the investigation and resolution of all allegations of student academic dishonesty, the University’s actions are intended be corrective, educationally sound, fundamentally fair, and based on reliable evidence. Publication of academic standards is an essential feature of the University’s efforts to advance academic ideals and to protect the rights of the University community.

The University of North Texas prohibits academic dishonesty, which includes both plagiarism and cheating, and may consist of: the submission of the work of another as one’s own; unauthorized assistance on a test or assignment; submission of the same work for more than one class without the knowledge and consent of all instructors; or the failure to properly cite texts or ideas from other sources. Plagiarism is a form of intellectual theft. One can plagiarize even if one does not intend to. The penalty for plagiarizing may range from failure on the specific plagiarized assignment to failure in the class.

RESOURCES

UNT WRITING LAB!
Sage Hall, Room 152
Trained tutors help undergraduate students with structure, grammar, punctuation, citation styles and more. They can teach you strategies and techniques to improve your writing for the long term. Call 940.565.2563 to schedule your appointment, or check out https://writinglab.unt.edu/ for more information.

LYNDA.com
You have full access to Lynda tutorials after our 12th class day— SHE IS YOUR BEST FRIEND!

Sculpture Studio & FAB Lab
You have access to both the sculpture studio (including hand and power tools), and the FAB Lab (including 3D printers, laser cutters, and CNC machines). You must successfully schedule a safety training for both spaces and pay proper shop fees to obtain access.

THE FACTORY/ Willis Library
The Factory is a space that promotes the cooperative and creative use of technology. It offers UNT students, faculty and staff access to equipment and software that promotes innovative learning. You can also follow us on Twitter @TheFactoryUNT and our Facebook Page! If you have a specific question or inquiry about The Factory, please send us an email at thefactory@unt.edu. Cameras, tripods, and equipment are free for students to check out!!!
CAREER CENTER
Within the Career Center, Student Employment (SE) assists students in their job search by providing employment opportunities both on and off campus year round. Students who have been accepted to UNT and are currently enrolled or who have been enrolled within the previous year are eligible to access services. Students may learn about on- and off-campus job opportunities through the Eagle Network by visiting careercenter.unt.edu. Job fairs are conducted in early fall and spring for students seeking off-campus employment. Once a student is hired for an on-campus position, the student is eligible to sign up for customer service training in the C.A.S.A. (Creating a Service Attitude) program.
Students may receive more information or learn how to register with the Eagle Network Monday through Friday, between 8 a.m. and 5 p.m. in the Career Center office, Chestnut Hall, Room 103, or by calling 940-565-2105.

Career Services (CS) provides the following services to students in all degree programs and at every degree level: undergraduate, master’s and doctoral.
In-class presentations and guest lectures are offered on career-related topics, including “Resume Writing,” “Job Search Strategies,” “Interviewing Skills” and “What Can I Do With a Major In …?”

Distinguished Lecture Series
The UNT Distinguished Lecture Series was organized and chartered as a universitywide program in 2004 with the assistance of the UNT Student Government and the Division of Student Development. The series is administered by a committee composed of students, faculty and staff, with a student member serving as chairperson. The objective of the series is to provide the university and greater communities with a variety of distinguished, world-class lecturers and speakers who will bring significant interest, visibility and added prestige to the University of North Texas. The series is dedicated to complement the educational process and to add significantly to the quality of life for the university community and communities of the Dallas–Fort Worth region. Recent programs have featured financial planner Suze Orman, author Eric Schlosser, activist Cornel West, former Mexican President Vicente Fox, TV scientist Bill Nye, and environmentalist Robert F. Kennedy Jr.

Fine Arts Series
The UNT Fine Arts Series began as the Lyceum Series in 1924 during the Normal College era. The series has continued to provide a wide variety of the visual, performing and literary arts for the university and the greater Dallas–Fort Worth community. Coordinated by a committee composed of students, faculty and staff, the Fine Arts Series provides students with leadership opportunities, arts management skills, participation in the selection of artists and their works, and evaluation skills to discern among various artists. UNT students may receive free tickets to non-food performances by presenting a current UNT ID to the ticket seller. Faculty and staff are admitted at a discounted price. For information, call 940-565-3805 or visit www.unt.edu/fas.
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
</table>
| Tuesday, August 30 | Intro. to course  
Critique groups  
Pick artists/ sign up for presentations
*What is a manifesto workshop*  
Lynda tutorial: Camera Essentials  
Do: Self-inventory |
| Thursday, September 1 | *Self Inventory Share*  
What is New Media?  
*Camera Handling/ Gear Workshop 1*  
Collect signature forms  
Read: New Clues & The Perfect Medium User |
| Tuesday, September 6 | Discuss: New Clues & The Perfect Medium User  
Dada & Futurism// Screening TBA
*Sound & Storytelling Workshop 1*  
Lynda tutorial: Premier Essentials |
| Thursday, September 8 | Remix & Mash-ups// core principles // Screening TBA
*Premier Workshop 1*  
Read: Manifesto for the Unstable Media |
| Tuesday, September 13 | Present: Duchamp and Cage  
Discuss: Manifesto for the Unstable Media  
Pre-60s// noise// graphic scores  
Screening TBA  
*Sound Workshop (playback) II*  
Explore: http://www.mudismud.com/
Lynda: Audio recording |
| Thursday, September 15 | Chance and Happenings  
*Premier Workshop II - Export*  
OPEN STUDIO TIME/ In-progress critique/ Q+A  
Read: Cyberfeminist Manifesto for the 21st Century & Low-tech Manifesto |
| **MANDATORY** | 7:00 PM @ TWU Visual Arts—  
Labyrinth Walk facilitated by Dr. Susan Harper  
+1 on a project of your choice as extra credit if you post at least 1 photo to instagram and tag #UNTNEWMEDIA |
| Friday, September 16 | FIELD TRIP TO WAREHOUSE in DALLAS  
MEET THERE @ 11:00 AM |
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
</table>
| Saturday September 17, 2016 | **OPTIONAL**  
MUD IS MUD @ MAC  
(+3 points for any critique as extra credit if you attend) |
| Tuesday September 20        | Present: Kentridge & Walker  
Discuss: Cyberfeminist Manifesto for the 21st Century & Low-tech Manifesto  
Screening: Sink or Swim  
_Sound Workshop II (playback + Makey Makey)_  
Lynda: Intro to Audacity |
| Thursday September 22       | **PROFESSOR IN NYC - Independent Work Day**  
Read: Additivism Manifesto  
(By Daniel Rourke…guest artist @TWU the following week— see below) |
| Friday September 23         | **OPTIONAL**  
Lecture by Dr. Susan Harper @ 7:00  
TWU Visual Arts Gallery |
| Monday September 26 & 27    | **OPTIONAL (but highly recommended)**  
Additivist Workshops by Daniel Rourke — time TBD  
TWU  
(+2 points on any project grade if you attend entirety of workshop) |
| Tuesday September 27        | CRIT #1 Group A                                                                                 |
| Thursday September 29       | CRIT #1 Group B                                                                                 |
| Tuesday October 4           | Present: Kjartansson and Hill  
Discuss: Additivism Manifesto  
_E.A.T. / Lighting info._  
_Lighting workshop 1_  
Lynda tutorial: (After effects) |
| Thursday October 6          | Present: Koblin and July  
Intro to projections & film  
_Projection workshop (ALL KINDS) & found analogue film remix_  
Read: Avant-pop Manifesto |
| Tuesday October 11          | Present Warhol and Paik  
Consumerism, immigration, and intro to performance  
Screening TBA  
_Multi-channel workshop I_  
Lynda tutorial: (green screen) |
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
</table>
| Thursday, October 13 | Present: Viola and Nauman  
Discuss: Avant-pop Manifesto  
Green screens /super hero/ gaming  
*After effects workshop- green screen*  
---  
Read: Xenofeminism |
| FRIDAY, OCTOBER 14  | *Possibly mandatory workshop with guest artist*                         |
| Tuesday, October 18 | Present Marclay and Abramovic  
Discuss: Xenofeminism  
Screen: Marclay  
*Manifesto writing workshop 1*  
---  
Do: Write your first manifesto |
| Thursday, October 20 | Present Jonas and Daren  
Read: Manifestos aloud to class  
Reel vs Real// experimental film  
*Screen vs space workshop 1 (found digital footage and tactile materials)*  
---  
Read: Power, Broccoli, and Kopimi |
| Tuesday, October 25 | **CRIT #2 Group A**                                                     |
| Thursday, October 27 | **CRIT #2 Group B**                                                     |
| Tuesday, November 1 | Present Kelly and Gomez-Pena  
Discuss: Power, Broccoli, and Kopimi  
Acting out and contemporary performance  
*Performance workshop 1 - difficult tasks & grapefruit*  
---  
*Bring in ideas for final project next class (fast pitches // 2 - 3 sentences)* |
| Thursday, November 3 | Present Hammer and Riist  
Discuss: Final project ideas  
Live feeds and sensors (conductivity 101)  
*Mad mapper and module8 workshop 1*  
---  
Mad mapper tutorials: TBA  
Read: The Hacktavismo Declaration/ The Zero-Dollar Laptop Manifesto |
| Tuesday, November 8  | Discuss: The Hacktavismo Declaration/ The Zero-Dollar Laptop Manifesto  
3D and Virtual Reality  
*3D scan & print Workshop*  
---  
Lynda tutorial: (VR) |
| Thursday, November 10 | *Manifesto writing workshop 2*  
*Google Cardboard VR Workshop*  
---  
Read: We, the Web Kids  
Revise: Manifestos |
<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
</tr>
</thead>
</table>
| Tuesday November 15| Work in progress critique  
Cora Gallery visit  
OPEN STUDIO                                                                 |
| Wednesday November 16| NM Exhibition OPENS- You MUST attend opening reception  
Time TBA | |
| Thursday November 17| Discuss: We, the Web Kids  
Identity, Cyborgs, and compu-feminism  
Screen: Laurie Anderson  
Cyborg workshop (Blip)  
--- ---  
*Edit final projects!!!* |
| Saturday November 19| Exhibition closes/ UNINSTALL WORK — ***if participating |
| Tuesday November 22| INDEPENDENT WORK DAY- **FINALIZE MANIFESTO** |
| Thursday November 24| **NO CLASS - HAPPY HOLIDAY!** |
| Tuesday November 29 | MANIFESTO READING -  
Bring your manifesto to class as print-out  
(I suggest a larger font to make it easier to read) |
| Thursday December 1 | OPEN STUDIO - **final chance to get feedback from me and your peers** |
| Tuesday December 6 | CRIT #3 |
| Thursday December 8 | CRIT #3 |