This studio-based New Media Art course will provide both theoretical and practical frameworks for the consideration of creating projects that unfold very slowly, change rapidly, decay, begin again, die, give life to themselves, or can never be completed. Over the course of the semester students will consider artists and artworks for which Time and process is a central concern, component, or consideration. Students will engage with both art history and theory through in class viewing of films, objects, videos, and discussions of readings. Students will be expected to draw upon and explore such practices including, but not limited to experimental music, performance, video art, and installation in order to complete the necessary projects for the course.

**COURSE OBJECTIVES**

1. Become familiar with artists and artworks which explore time, process, decay, etc.
2. Become familiar with a variety of art-making methodologies and strategies that consider time as central to the execution of work across and between disciplines.
3. Complete 5 (or more) original and critically rigorous works of art.

**LEARNING OUTCOMES**

This studio-based course will introduce students to art disciplines which exploit, attempt to harness, and which cannot exist without the perceptual illusion of Time. Special attention will be paid to theoretical concerns as they relate to art history and
New Media. Students will also gain hands-on experience, through the assignment of creative projects, with genres of art making such as computer music, performance, object making and video art installation. We will execute some projects as a group or collective. Required materials: Journal or sketchbook which is dedicated to this class and this class only, 1 pair of decent headphones, external hard drive, and CVAD Sculpture Shop Card. (Optional: FABLAB shop card.)

Grading
Students will be graded upon completed projects, attendance and participation, presentations, and readings. Projects will be evaluated by their origination and conceptual clarity, evidence of technical development, adherence to deadline, and attention paid to detail and execution.

A=100-90 B=89-80 C=79-70 D=69-60 F=<60

Attendance Policy
It is your responsibility to attend class on time. Lateness by more than 10 minutes will result in an absence. You are allowed no more than THREE absences. More than three absences will result in a WF or an F for the class. Any necessary absences known of in advance should be approved by the Professor within the first 3 weeks of class. These absences will, however, count against the 3 absence limit. An excused absence will only be granted in the case of an illness with a written doctor’s note (presented to me as a physical copy) or a family emergency with provided documentation.

PLAGIARISM
Plagiarism is the unauthorized use or close imitation of someone else’s original work and will not be tolerated. Effort should be made to change images made by others so that they will not be construed as “borrowed” or “stolen.” Work that is plagiarized will not be accepted and may result in a failing course grade and/or expulsion from the University.

AMERICAN DISABILITIES ACT
“The College of Visual Arts 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 a 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 for students registered with the ODA as of the beginning of the
current semester. If you register with the ODA after the first week of classes, your accommodation requests will be considered after this 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 also may call the ODA at 940.565.4323.

Blackboard
Make sure that you can access Blackboard Learn System and that you are enrolled correctly in your course! Email your instructor immediately if you are not correctly enrolled. Your UNT email address will be the ONLY ONE used for communication with the instructor. Make sure that is working fine and check it often for announcements.

Schedule
Week 1 Time, Introductions \hspace{2cm} Jan 20

Week 2 Randomly Reordered Sounds \hspace{2cm} Jan 25 & 27

Week 3 Randomly Reordered Sounds \hspace{2cm} Feb 1 & 3

Week 4 Infinity and Beyond: Video Feedback \hspace{2cm} Feb 8 & 10

Week 5 Infinity and Beyond: Video Feedback \hspace{2cm} Feb 15 & 17

Week 6 Short Durations and Instant Art \hspace{2cm} Feb 22 & 24

Week 7 Very Long Durations \hspace{2cm} Feb 29 & Mar 2

Week 8 Very Long Durations \hspace{2cm} Mar 7 & 9

Week 9 Spring Break \hspace{2cm} Mar 14 & 16

Week 10 Performance \hspace{2cm} Mar 21 & 23

Week 11 Performance \hspace{2cm} Mar 28 & 30

Weeks 12 through 16 Video Installation, Wrap Up and Final Projects \hspace{2cm} Apr 4-May 5

Creative Assignment Due Dates
*Subject to Change as Necessary
Feb. 8 Randomly Reordered Sounds

Feb. 22 Feedback Study

Feb. 29 Instant Art

Mar. 21 Long Durations Proposal

April 4 Performance

May 5 Video Installation and Long Durations