

NEW MEDIA: TIME AND MOVEMENT

Fall Semester 2026

Meeting Time: Monday-Wednesday (8:00-10:50 am)

Meeting Dates: August 17- December 11

Course Number: ASTU 2701.501

Room: ART356

Professor: Ngoc Yen Nhu Ha

Contact: ngocyennhu.ha@unt.edu

Office Hours:

Welcome to the world of time-based media art! This is the world of technology-based and durational art!

Students will be introduced to the history, legacy, and origins of New Media as contemporary artistic practice. And so, challenge students to cultivate their potential for experimentation with time-based media while expanding computational visuality within, and not limited to, interconnected virtual space.

COURSE DESCRIPTION:

Introduction to the concepts and processes involved in New Media Art, emphasizing foundational digital tools and techniques.

LEARNING OBJECTIVES:

By the end of this course, students will be able to:

- Identify key New Media artists, styles, techniques, and histories that are related to contemporary art
- Apply experimental processes using a variety of software and hardware to produce sequencing of still images, interactivity, modes of animation, and editing sound and images
- Create and develop original works combining knowledge of technology with contemporary art theory
- Creating a portfolio of work for BFA entry review

PREREQUISITES:

The following course pathway is required prior to being enrolled in this class: 2 of the following with a C or better: ART 1600, ART 1700, ART 1800

COMMUNICATION/ EMAIL

My email: ngocyennhu.ha@unt.edu. You are expected to read all emails from the class instructor, and you are responsible for knowing the information they contain. Messages might be sent through your my.unt email address or via Canvas. Please check your email and Canvas regularly

ATTENDANCE POLICY:

Regular and punctual attendance is mandatory.

- Three absences will be tolerated.
- More than three absences will require a note from a doctor or a note from the art office excusing the absence for a reason covered under UNT policy 06.039 (Student Attendance and Authorized Absences) to be counted as excused.
- More than three absences will lower your final grade by one letter grade per additional absence (4 or more)
- Most lectures, demonstrations, and assignments will occur at the beginning of class periods and will not be repeated for those who come in late. If you are late to class, you will need to notify me at the end of the class period to replace an absence with a tardy. Three tardies will constitute an absence.
- A tardy is considered to be arriving 10 minutes after the beginning of class. ·

Critiques missed may not be made up, and grades will reflect the student's failure to participate in the critique discussions.

EQUIPMENT RESPONSIBILITIES:

All students must meet all equipment and supplies requirements of the course. This course will challenge you to purchase, thrift, borrow, or dumpster-dive materials for making artistic projects of your own development. It is important to have this potential financial obligation to the course in mind from the beginning.

Required Materials:

Notebook - for taking notes during reading discussion, conversations, and critiques

External Hard Drive - formatted for Mac to bring your digital materials to-and-from class

Required Readings:

Readings will be provided electronically by the professor.

As part of being enrolled in this class, you have access to checking out cameras, tripods, scanners, audio recorders, microphones, media players, and other related equipment through CVAD IT. To make a reservation ahead of time to ensure that equipment is available, visit:

<https://checkout.unt.edu/patron>

You can check out, pick up, and drop off equipment in person at the CVAD IT checkout desk located in CVAD room 375. Hours for the Lab and more information can be found through Microsoft Teams by following this link.

Additionally, you can check out more advanced equipment through the checkout desk located in the New Media CAVE, aka Tech Zak Loyd's office. You can find a spreadsheet of available equipment through the New Media checkout at this link

GRADING

- Weekly Creative Projects & Discussion Posts (10 total) – 70%
- Class participation – 10%
- Midterm Critique – 10%
- Final Project Proposal, Presentation, and Critique – 10%

PROJECTS

1. **Freestyle Digital Tool Exploration Speedshow Exhibition 2026-** Experiment with digital tools on the computer or on the internet (online examples below).
Try to use tools or combinations of tools you have never used before.
2. **Memory Space-** explore the memory embedded in the digital materiality and your perception by examining the digitalized effect of taking and saving pictures of your favorite things/people/scenes...and edit to express the glitch between the two spaces.
3. **Scan, Sample, and Texture-** create a layered Photoshop collage using the scanned, found/sourced textures to explore the pixelization of the digital image. (scannography & pixel art)
4. **ASCII artsy-** use ASCII generation tools to produce text-based art to explore the textuality of early computing programs. (ASCII and generative art)
5. **Goopy Loops-** animate a surreal, drippy collage into a looping sequence in After Effects (animation)
6. **Graphic score & Sound collage-** draw a graphic score, record environmental/field sound, and edit them into an audio composition (sound art)
7. **Green Screen Music Video-** shoot green screen footage and edit a short experimental music video using inversion and chroma key tricks. (filming and compositing)

8. **3D/2.5 Models and Animation**- build and animate models in Blender, experimenting with modifiers, repetition, and keyframes. (3D/ VR)
9. **Unity Immersive environment**- create an interactive digital environment, sculpture, or collage in Unity that can be walked through. (AR)
10. **Modulars and Nodes**- experiment with TouchDesigner to build generative visuals using modular, node-based workflows. (interactive/real-time art)

COURSE CALENDAR:

Week	Monday	Wednesday
1 Aug 17/ Aug 19	<i>Syllabus, Introduction to Time-based Media</i> <i>Assign project 1: Freestyle Digital Tool Exploration Speedshow Exhibition 2026</i>	<i>Project 1 due/review</i> <i>Capture time and text edit glitch</i> <i>Assign project 2: Memory Space</i>
2 Aug 24/ Aug 26	<i>Project 2 due/review</i> <i>Scanography and Photoshop collage</i> <i>Assign project 3: Scan, Sample and Texture</i>	<i>Photoshop tutorial + workday</i>
3 Aug 31/ Sep 2	<i>Project 3 due/review</i> <i>Intro to ASCII and generative art</i> <i>Assign project 4: ASCII artsy</i>	<i>AI tool tutorial + workday</i>
4 Sep 7/ Sep 9	<i>LABOUR DAY- NO CLASS</i> <i>Project 4 due/review on Canvas at 8 am</i>	<i>After Effect basics tutorial</i> <i>Assign project 5: Goopy Loopys</i>
5 Sep 14/ Sep 16	<i>Project 5 due/review</i> <i>Intro to field recording & graphic notation</i> <i>Assign project 6: Visual Music</i>	<i>Audacity tutorial +workday</i>

		Project 6 due/review	
6	Sep 21/ Sep 23	Premiere greenscreen & inversion effects. Assign Project 7: Greenscreen Music Video	Premiere tutorial + workday
		Project 7 due/review.	
7	Sep 28/ Sep 30	Blender basics – modeling, modifiers, animation. Assign Project 8: 3D Models & Animation	Blender tutorial+ workday
		Project 8 due/review.	
8	Oct 5/ Oct 7	Hardware play in the CAVE (cameras, audio, lighting, projectors, etc.)	Midterm workday
9	Oct 12/ Oct 14	Midterm workday	Midterm workday
10	Oct 19/ Oct 21	MIDTERM CRITIQUE (Group A)	MIDTERM CRITIQUE (Group B)
		Intro to Unity – building interactive 3D environments.	
11	Oct 26/ Oct 28	Assign Project 9: Unity Immersive Environment/Collage	Unity basic tutorial+ workday
		Project 9 due/review. Intro to TouchDesigner.	
12	Nov 2/ Nov 4	Assign Project 10: Modularity & Nodes	TouchDesigner basics tutorial + workday
		Project 10 due/review.	
13	Nov 9/ Nov 11	Final project briefing + proposal guidelines	Final Project Proposal Due + workday
14	Nov 16/ Nov 18	Final project workday – check-in crits	Final project workday

15	Nov 23/ Nov 25	THANKSGIVING- NO CLASS	THANKSGIVING- NO CLASS
16	Nov 30/ Dec 2	FINAL CRITIQUE (Group A & B)	FINAL CRITIQUE (Group A & B)

LATE WORK POLICY:

In general, late work is not accepted. Any project turned in after the due date on Canvas will receive a reduction of 1 letter grade (10%) for each class day that it is late. For example, if you turn in a project 2 days late, it receives a score of 80% (B), and if it is turned in 3 days late, it will drop to 50%. If you have a university-excused absence and provide documentation within 48 hours of the missed deadline, you can receive extra time on a project. This is on a case-by-case basis, and you must clearly communicate with me.

AI AND ACADEMIC INTEGRITY

Unless otherwise stated, the use of Generative AI (GenAI) tools (such as ChatGPT, Claude, Gemini, Stable Diffusion, etc.) is permitted in this course if it is properly acknowledged. Acknowledgment should take the form of a short statement explaining how AI was used. Unacknowledged use of AI, or using AI in ways not permitted for a specific assignment, will be treated as academic dishonesty under the UNT Academic Integrity Policy. If you are unsure whether AI use is appropriate, you are expected to ask before submitting your work.

CLASS PARTICIPATION

I expect you to attend every class. You are responsible for completing all of the required assignments on time. I expect all students to participate in class discussions, contributing ideas and perspectives on topics or art. All your work should incorporate aspects or issues addressed in class in relation to your personal or professional interests. You are expected to assist in maintaining a classroom environment that is conducive to learning. To assure that everyone has an opportunity to gain from time spent in class, unless otherwise approved by the instructor, you are prohibited from using phones, checking your email or surfing the internet, checking socials, eating or drinking in class, making offensive remarks, reading newspapers or magazines, sleeping or engaging in any other form of distraction. Inappropriate behavior in the classroom shall result in, minimally, a request to leave class, which will be counted as an unexcused absence.

OPEN STUDIO TIME

Throughout the semester, there will be class periods set aside for dedicated studio work time. For these days, it is expected that you come prepared to work. This means bringing the materials or files necessary to work toward your upcoming critique. You must remain within the classroom or CAVE but you can work in the FabLab, etc with permission from your professor. You are not permitted to leave class and go home. All students must be back in class within the last 15 minutes of class for cleanup and general announcements. Students who are not in class at this time or who knowingly leave will be marked absent for the day.

CONTENT DISCLAIMER

Content in the arts can sometimes include works, situations, actions, and language that can be personally challenging or offensive to some students on the grounds, for example, of sexual explicitness, violence, or blasphemy. As the College of Visual Arts and Design is devoted to the principle of freedom of expression, artistic and otherwise, and it is not the college's practice to censor these works or ideas on any of these grounds. Students who might feel unduly distressed or made uncomfortable by such expressions should withdraw at the start of the term and seek another course

RESERVATIONS:

CVAD has switched to a new reservation system, Booked Scheduler. It is being used to reserve all physically accessible spaces and equipment within CVAD. The reservation system will go live on the first day of classes, January 12th at 8 a.m. For reference, the URL to Booked Scheduler is <https://itservices.cvad.unt.edu/reservation>.

For help on how to make an appointment using Booked Scheduler, see HOW-TO: Using CVAD Booked Scheduler.

The CVAD Student Computer Lab and CVAD Fabrication Labs, as well as many other spaces in CVAD, will require reservations this semester. This is being done for health and safety reasons to protect our students. Reservations allow us to ensure a student does not remain on campus unnecessarily in order to wait for a piece of equipment to become available. Reservations in these spaces, like others, will all be done through Booked Scheduler.

Adobe Creative Cloud

Adobe Creative Cloud is available to all students in the onsite CVAD Student Computer Lab, the New Media classroom, and the remote access MAC computers. However, the Adobe campus license does not cover off-campus use for students. In order to use the Adobe apps (except Adobe Acrobat Reader DC) while off-campus (even on a university-owned laptop or while using a lab or classroom computer remotely – students will need to purchase a personal

license directly from Adobe). CVAD has provided students with a year-long Adobe Creative Cloud subscription at a student-discounted price. Check out CVAD IT SERVICES website for more information.

ADDITIONAL SYLLABUS INFORMATION

ACADEMIC INTEGRITY

According to UNT Policy 18.1.16, Student Academic Integrity, academic dishonesty occurs when students engage in behaviors including, but not limited to cheating, fabrication, facilitating academic dishonesty, forgery, plagiarism, and sabotage. A finding of academic dishonesty may result in a range of academic penalties or sanctions ranging from admonition to expulsion from the University. You can also plagiarize yourself by submitting the same projects in multiple courses. This is unacceptable without professor approval beforehand.

ODA ACCOMMODATION

UNT makes reasonable academic accommodations for students with disabilities. Students seeking accommodations must first register with the Office of Disability Accommodation (ODA) to verify their eligibility. If a disability is verified, the ODA will provide a student with an accommodation letter to be delivered to faculty to begin a private discussion regarding one's specific course needs. Students may request accommodations at any time, however, ODA notices of 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 accommodation for every semester and must meet with each faculty member prior to implementation in each class. For additional information see the ODA website at disability.unt.edu.

HEALTH & SAFETY PROGRAM

Students are required to follow the Department of Studio Art Health and Safety guidelines and are required to complete training for each studio course. The goal of the Studio Art Health and Safety Program is to protect the health and welfare of all faculty, staff, and students and to cooperate with the University of North Texas' Office of Risk Management. Please visit the website for details and the departmental handbook:

<https://art.unt.edu/healthandsafety>.

EMERGENCY NOTIFICATION & PROCEDURES

UNT Emergency Guide: <http://guidebook.com/app/emergency/guide/unteitmerge...> UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure,

please refer to the course management system for contingency plans for covering course materials.

STUDENT EVALUATION ADMINISTRATION DATES

Student feedback is important and an essential part of participation in this course. The student evaluation of instruction is a requirement for all organized classes at UNT. The survey will be made available during weeks 13 and 14 [insert administration dates] of the long semesters to provide students with an opportunity to evaluate how this course is taught. Students will receive an email from "UNT SPOT Course Evaluations via IASystem Notification" (no-reply@iasystem.org) with the survey link. Students should look for the email in their UNT email inbox. Simply click on the link and complete the survey. Once students complete the survey they will receive a confirmation email that the survey has been submitted. For additional information, please visit the spot website at www.spot.unt.edu or email spot@unt.edu.

INCOMPLETE GRADES

An Incomplete Grade ("I") is a non-punitive grade given only during the last one-fourth of a term/semester and only if a student (1) is passing the course and (2) has a justifiable and documented reason, beyond the control of the student (such as serious illness or military service), for not completing the work on schedule. In consultation with the instructor, complete a request for an Incomplete Grade. This form can be found on the department website and must be turned into the department chair prior to the last day of classes (not the exam date). Note: A grade of Incomplete is not automatically assigned to students

SEXUAL DISCRIMINATION, HARRASSMENT & ASSAULT

UNT is committed to providing an environment free of all forms of discrimination and sexual harassment, including sexual assault, domestic violence, dating violence, and stalking. If you (or someone you know) has experienced or experiences any of these acts of aggression, please know that you are not alone. The federal Title IX law makes it clear that violence and harassment based on sex and gender are Civil Rights offenses. UNT has staff members trained to support you in navigating campus life, accessing health and counseling services, providing academic and housing accommodations, helping with legal protective orders, and more. UNT's Dean of Students' website offers a range of on-campus and off-campus resources to help support survivors, depending on their unique needs: http://deanofstudents.unt.edu/resources_0.