Subject: ARTF 2223_01
Interactive Foundation ARTF 2223_01
Coreq. ARTF 2224. 4.000 Credit hours; 4.000 Lecture hours
Instructor: Russell Pensyl
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> *"Ultimately, any experience with artwork is interactive, relying on a complex*
> *interplay between contexts and productions of meaning at the recipients end."*
> *Christiane Paul*

Description of Subject:

Explores the design and creation of interactive art and design projects in an introductory lecture/studio format. Examines traditional, historical, and contemporary examples of interactive art and design. Offers students an opportunity to explore the potential of interaction through the creation of physical, device, and screen-based interactive projects.

This course explores the design and creation of interactive art and design projects in an introductory lecture/studio format. The topical content examines traditional, historical, and contemporary examples of interactive art and design. Through theoretical study and practical implementation, the course offers students an opportunity to explore interaction through creating a variety of interactive experiences: installations, games, device/installation and web-based experiences.

This course focuses on the creative development of designed interaction and communication that occur within experiential actions and environments. This is a Foundation course that introduces students to ways of understanding concepts in interactive media that shape our everyday experiences. Students will learn different types of interaction: interactivity; recombinant; hypertextuality; participatory; integration/modularity; virtuality/immersion/immediacy. This course will expand upon experiences of time and time based media as perceived from various cultural perspectives. Inevitably, the course will explore a certain amount of single. multiple stream and non-linear narrative strategies.

Subject Prerequisite:
None

Subject Objectives:

The course goals are to expose the student to various strategies for the creation of interactive media, interactive experiences and encourage exploration in the development of compelling narratives that evoke mental imagery and sensory experiences within the viewer/reader or participant. The course raises issues in the psychological and empathic experiences of the viewer/reader to encourage a deeper understanding of how communication can be crafted and designed.

Student Learning Outcomes:

·   Acquire a basic exposure to history, practices and concepts of interactive media art practice.
·   Acquire knowledge of interactive authoring
·   Develop an ability to analyze and interpret meaning in interactive experiences and media
·   Acquire an ability to compose effective communication that is clear and conveys concepts and ideas.

Topical Outline of the Subject Content:

- General survey on concepts and practice related to Interactive Media, Media Arts, New Media, and Interactive Media Installation
- Introduction to fundamental critical, theoretical and philosophical issues related to key concepts and practice of media arts
- Fundamentals of visual communication and application of visual metaphor
- Fundamentals of design of participatory and experiential
- Introduction to creative research strategies and methodologies
- Basic media equipment and software skills

Teaching Methods:

The subject will be conducted in a "studio" based method where short lectures and demonstrations are presented. There will specific assigned projects and tutorials given with briefs on outcomes and expectations. The student will work in class and in lab outside of class to develop the projects and tutorials assigned. There will be conversations and critiques with individual students and groups of students in the formal class meetings during and at the end of each project phase.

- This section will be a studio subject
- All student work prepared and ready for weekly review by the instructor and class.
- Teaching will occur using additional internet delivered content and notes
- Review of the work will occur during regular class meetings and possible special critiques sessions

In class lecture and demonstration will average 1 – 3 hours per week.
In class lab or tutorial time will average 1– 3 hours per weeks.
The student is expected to work independently outside of class approximately 6 – 8 hours per week.

The class runs in tandem with Art2224.01 Interactive Tools. In the Tools section, you will have a chance to learn and master the tools and technologies necessary to create innovative interactive media, installations and experiences.

Methods of Student Assessment:

Final grade will be determined according to the following percentage allocations:

55%   Tests / Projects
There will be several small projects that will be produced through the semester.
35%   Final Project
10%   Others: Attendance and Class Participation

Attendance is mandatory, failure to attend and consistent late attendance will result in lowering of the final grade.

Grading will be based on the following criterion: concept (creativity and ingenuity of your ideas), exploration (how open you are to new ideas, how well you develop, apply and pursue your ideas), technical proficiency (no bugs – everything works), aesthetic quality of your work, professionalism, class participation (oral and written), and attendance and punctuality.

1. All readings must be completed and ready to be discussed during the class sessions.

2. Your work must be prepared and ready for review by the class and instructor on a weekly basis, whether complete or not. If you fail to present work during in class presentations, you will receive a "Fail" for that project, tutorial or assignment. The student will complete all work by the end of the semester for review during examination/revision period.

3. Incomplete grades will not be given unless there are documented medical or family reasons. Failure to complete assignments for any other reason will result in a drop in your final grade.

Required Readings, Texts, and Objects of Study:

Title: Interactive Media:The Semiotics of Embodied Interaction
Author: Shaleph O'Neill
Publisher: Springer
ISBN: 978-1-84800-035-3

http://www.art.neu.edu/gallery/foundation/index.php?cid=71

Suggested Readings, Texts, and Objects of Study:

Title: New Media in Art, Michael Rush,
Publisher: Thames & Hudson
ISBN: 0500203784

Title: Digital Art, Christiane Paul,
Publisher: Thames & Hudson
ISBN: 0500203989

Title: The Language of New Media, Lev Manovich,
MIT Press, 2001
ISBN: 978-0262632553

Title: Image Music Text, Roland Barthes
Publisher: Hill and Wang
ISBN: 0374521360

Title: Performance Art- FROM FUTURISM TO THE PRESENT
Publisher: Thames and Hudson, 1999
ISBN: 0-500-20214-1

Title: MOMA: Video Spaces- Eight Installations
Publisher: Museum of Modern Art, NY. 1995
ISBN:0-87070-646-2

Title Guggenheim Museum, SoHo:MEDIASPACE
Publisher: Solomon R. Guggenheim Foundation 1996
ISBN: 0-89207-172-9

Priodicals:

Communciation Arts, Lurzers Archive, Creativity, Wired, etc…

"…The real voyage of discovery consists not in seeking new landscapes, but in having new eyes…"   *Marcel Proust*