CDT 208 Introduction to Media Technology

(Fall 2013)

Consortium for Digital Arts Culture and Technology – cDACT

Stony Brook University

Instructors:

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COURSE INFORMATION

This multidisciplinary production class serves as an introduction to, and exploration of electronic media in the arts. Lectures will cover concepts and presentations of artists working in various capacities with computers, as well as tutorials on specific software packages.

Prerequisites

No prerequisites or prior knowledge needed. Familiarity with computers is helpful but not necessary.

Course Requirements

Internet connection
Windows or Apple computer
Ability to install software on your machine (admin account)
Processing software: http://processing.org/
Visual arts software: You may use either
Photoshop: http://www.adobe.com/products/photoshopfamily.html
or Gimp: http://www.gimp.org/
Sound software: You may use either
Logic: http://www.apple.com/logicpro/ (Mac ONLY)
or Soundation http://soundation.com/
Digication ePortfolio account (links and details will be provided)

Stony Brook students will have access to all course requirements through the TLT SINC SITES.

Course Learning Outcomes

Learners who successfully complete this course will have learned basic skills in three programs: Processing, Photoshop or Gimp, and Logic or Soundation. Throughout the three primary modules, students will learn to give critical feedback to their peers about technical and artistic matters through a grounding in the history of technology and the arts. A digital portfolio will showcase student work applying technologies and concepts learned, culminating in a computational artwork using all three programs.

Processing Outcomes:

- Develop an understanding of the technology which forms the basics of computers, input and output devices, memory, and disks as demonstrated through quizzes and projects
- Navigate file systems in Windows and Mac OS X
- Demonstrate creative/conceptual awareness of generative design through peer critique
- Install and setup a digital environment using Processing language.
- Use a programming language to generate and manipulate text, image and sound, incorporating principles of color, shape and grids.

Visual Arts Outcomes:

- Develop and understanding of the technology used to create, edit, manipulate digital images using the basic functions of visual arts software
- Demonstrate creative/conceptual awareness of visual design through peer critique
- Applying technologies learned, design and produce an artistically effective image using software

Sound Art Outcomes:

- Develop an understanding of the technology used to record, edit, and process digital sound using the basic functions of a Digital Audio Workstation.
- Demonstrate creative/conceptual awareness of sound art through peer critique
- Apply the technologies learned to design and produce an artistically effective 1-3 minute sound work with a logical and perceivable formal structure

Combined Outcome:

- Develop the vocabulary to discuss computational artwork on both a technical and aesthetic level
- Apply all technologies learned — processing, visual, and sound — to the design, creation and presentation of and aesthetically solid and artistically effective webbased, performance and/or installation work.

Textbook & Course Materials

Required Text: No required texts

Optional Texts:

PROCESSING:

Generative Design: Visualize, Program, and Create with Processing

by Hartmut Bohnacker (Author), Benedikt Gross (Author), Julia Laub (Author), Claudius Lazzeroni (Editor) ISBN13: 9781616890773

Publisher: Princeton Architectural Press

VISUALS:

Art of the Digital Age

by Bruce Wands

ISBN13: 9780500286296 Publisher: Thames & Hudson

MUSIC:

Electronic Music (Cambridge Introductions to Music)

by Nick Collins (Author) , Margaret Schedel (Author) , Scott Wilson (Author) ISBN13: 9781107648173

Publisher: Cambridge University Press

WEB:

HTML and CSS: Design and Build Websites

by Jon Duckett

ISBN13: 9781118008188 Publisher: Wiley

GRADING POLICY & COURSE REQUIREMENTS

Grading

The instructors on the course will grade your homework and a portion of your grade will also come from your work on Coursera. As agreed in class, other than the quizzes, grades from Coursera will only impact your grade positively. On Coursera assignments and projects are graded through a peer review process; quizzes are multiple choice and graded by the computer.

Description	Weight	Participation Component
Quizzes (12)	10 %	0%
Assignments (12)	20 %	20 %
Project 1 (visual)	20 %	25 %
Project 2 (sound)	20 %	25 %
Group Presentation (1)	5%	50 %
Final Project (visual, sound, programming)	25 %	25 %

Requirements:

Students enrolled for TUESDAY lab, must attend the Lecture & Lab on Tuesdays. Students enrolled for THURSDAY lab, must attend the Lecture & Lab on Thursdays. NOTE: Attendance is required. Any unexcused absence will count against you, potentially above and beyond the percentage of the grade that is under "Participation". Attendance will be taken at all meetings and is MANDATORY. Your FINAL grade will be dropped ONE LETTER GRADE for every 3 absences. Two late arrivals or early departures will count as one absence. Six absences counts as an automatic failure of the course. We are NOT kidding. Absence from a class is not an excuse for not doing an assignment or project. You are fully responsible for completing the work.

Late assignments will be downgraded 5 points for each day they are late (this means if an assignment is due at 2:30, an assignment which is handed in at 2:31 is considered 1 day late).

Quizzes

After watching each video lecture series, you will take a multiple choice quiz which will count towards your final grade. You can only take these quizzes once. There are also "invideo questions," and you must answer these questions correctly in order to advance the video, but these questions are NOT graded, you can redo the "invideo" quiz as many times as you need to.

Assignments

Assignments are purely technical; each module will include a detailed explanation of how to complete and grade each assignment. There will be 1 assignment (which may have multiple components) every week that there is no project due. Each assignment should take you no more than one hour.

Projects

Projects are both aesthetic and technical; there will be an explanation of how to grade projects but you must remember that art is subjective. There are only three projects, and together they are worth the majority of your grade. You can expect these projects to take at least 34 hours to complete. (Final project should take 6 hours.)

Group Presentation

In groups of 47, you will create a fiveminute presentation that the other students can view. You can use any method or technology for loading this that works with your eportfolio site and collaborating. There will be a list of topics to choose from on a movement in twentieth or 21st century art or music.

Disclaimer: *"The course schedule, policies, procedures, and assignments in this course are subject to change in the event of extenuating circumstances, by mutual agreement, and/or to ensure better student learning."*

COURSE SCHEDULE

Week 01-04 Introduction to Computing and Processing
Week 05-09 Introduction to Digital Art and Photoshop/Gimp
Week 10-14: Introduction to Electronic Music and Logic/Soundation **Week 15:** Putting it All Together: Programming, Visuals and Sound

	Assigned That Week
Week 1	Install Programs
Week 2	Processing Assignment 1
Week 3	Processing Assignment 2
Week 4	Processing Assignment 3
Week 5	Image Assignment 1
Week 6	Image Assignment 2
Week 7	Image Assignment 3
Week 8	Image Assignment 4
Week 9	Project 1 (Image)
Week 10	Sound Assignment 1
Week 11	Sound Assignment 2
Week 12	Sound Assignment 3

Week 13	Project 2 (Sound)
Week 14	Portfolio Assignment 1
Week 15	Project 3 (Processing, Sound and Image)

Course Questions FAQ

Have a question about the content of the course? Check the Course FAQs discussion board and if you don't see the answer to your question there, create a new thread and post your question. The course instructors will monitor the FAQ discussion board and will respond to questions posted.

Technical Assistance

Technical problems with Coursera should be reported to the support forums in two ways:

1. Click: HELP WITH COURSERA
2. Using the incontext "report a problem" links on the course pages.

Be sure to note: The page where the problem occurred and what problem you had.

PEER FEEDBACK GRADING RUBRIC

You should use the following chart* when providing peer feedback. In addition, all participants should read and be familiar with the rules of Netiquette (for a general discussion please see Colorado State University's Netiquette: Ground Rules for Online Discussions)

* Original Peer feedback rubric developed by Joanna Souza, Stony Brook University Biology Online

Criteria	0% Unacceptable	50% Poor	75% Average	85% Good	100% Excellent
Critical	Off Topic	Vague	Rudimentary	Competent with	Thoughtful,
		generalities only	and superficial; information is thin and common	an attempt to give underlying principles	insight with complete analysis and/or gives underlying principles to correct
Links	Link to unrelated items, or missing this section entirely	Vague attempt at connections	Superficial response	Connections to real life are clear & did not repeat application from other students.	Clear connections to other works with complete underlying detail & applications or techniques not mentioned in class.
Unique	Restating the responses of others with no new material or insight.	Rewriting of the ideas of other posts	Creative, but ultimately not helpful for learning	Explains new ideas with competence	New ideas made with much depth and detail
Timely	Opened new discussion thread in the last 12 hours prior to due date or post is does not contribute to the thread overall. (Ignores other posted comments)	Posted after the due date or some required areas missing	Posted before due-date but no attempt at an actual discussion	Posted within a timely period to contribute to discussion without repeating the information previously given	Posting not only on time but early enough to initiate or contribute to an actual discussion.
Style	Unprofessional , using personal slights etc.	Impossible to understand due to the grammatical errors.	Obvious grammatical errors where the errors interfere with content	Several grammatical or stylistic errors	Few grammatical or stylistic errors indicative of professional level of discourse

Lab Access:

The emedia SINC site is accessible extended hours with your ID. The security system records entrances and exits and you are responsible for the equipment while you are present. DO NOT give out your ID to anyone or you will lose your access.

Equipment Checkout:

You can check out equipment to assist the production of your projects. Following all rules on the lending forms you sign.

Supplies:

You will be given storage space on our networked server the EMEDIAVAULT as well as your own NETID space. You may want to purchase a USB key/jumpdrive, CDRWs, CDRs, DVDRs, or some kind of external hard drive for extra backup and storage. These can be purchased at any computer store. You may want to process photographs, buy audiotape (cassette or DAT), or videotape (VHS, MiniDV) and other materials appropriate to your project as well.

DISABILITY SUPPORT SERVICES (DSS)

If you have a physical, psychological, medical or learning disability that may impact your course work, please contact Disability Support Services, ECC (Educational Communications Center) Building, Room 128, (631) 6326748. They will determine with you what accommodations, if any, are necessary and appropriate. All information and documentation is confidential.

Students who require assistance during emergency evacuation are encouraged to discuss their needs with their professors and Disability Support Services. For procedures and information go to the following website: http://www.stonybrook.edu/ehs/fire/disabilities

ACADEMIC INTEGRITY

Each student must pursue his or her academic goals honestly and be personally accountable for all submitted work. Representing another person's work as your own is always wrong. Faculty are required to report any suspected instances of academic dishonesty to the Academic Judiciary. Faculty in the Health Sciences Center (School of Health Technology & Management, Nursing, Social Welfare, Dental Medicine) and School of Medicine are required to follow their schoolspecific procedures. For more comprehensive information on academic integrity, including categories of academic dishonesty, please refer to the academic judiciary website at http://www.stonybrook.edu/uaa/academicjudiciary/

CRITICAL INCIDENT MANAGEMENT

Stony Brook University expects students to respect the rights, privileges, and property of other people. Faculty are required to report to the Office of Judicial Affairs any disruptive behavior that interrupts their ability to teach, compromises the safety of the learning environment, or inhibits students' ability to learn.