ART 394 ·Interactive Studio Syllabus (Gened) -2019

Description

Interactive Studio addresses the study and creation of art works in which the audience is involved in an interactive exchange. Media explored include interactive situations, community collaborations, social/political interactions, and current electronic interactive interfaces. (May be repeated once for credit.)

General Education

General Education
This course teaches and assesses the General Education Student Learning Outcomes that correspond to the Information, Innovation, or Technology Issue as outlined in the General Education handbook.

Prerequisites:
Junior Standing

3 credit hours

Introduction
Interactive studio is organized around an experiential form (interaction) which has it's own considerations and may also incorporate products and considerations rooted in various other media. The focus on digital and electronic interfaces is within the context of other art-making and presentation formats.

Objectives

After successful completion of the course the students will be able to
1) Synthesis/Construct:
Construct interactive artworks informed by current dialogues in technology, concepts and ethics.

2) Complex Overt Response/Demonstrate:
Demonstrate the effective and appropriate use of current digital technologies in the creation of visual artworks involving interaction.

3) Synthesis/Plan:
Plan and implement various types of documentation of works involving interaction. This includes how the documentation is presented.

4) Complex Overt Response/Demonstrate:
Demonstrate an ability to work collaboratively and cooperatively in the production, presentation, and evaluation of interactive cultural forms.

5) Complex Overt Response/Demonstrate:
Demonstrate proficiency in the use of verbal, written, and visual means to engage in effective and critical discourse about artworks involving interactivity. This includes visual, conceptual, historical, and theoretical considerations.

6) Comprehension/Recognize:
Recognize and describe the relationships between the practice of art and other human, civic, and commercial enterprise.

Topics
The studio work in this course is focused on the understanding of interactivity as a primary element in studio work: including interactive installations, participatory performance, community based art, social/political interactions, or electronic interfaces. The course also addresses digital technology as it pertains to the creation and presentation of works in visual art contexts that use interactivity. Use of appropriate digital

technology in studio projects is a significant portion of the course.

- Electronic interactive interfaces (25%) - This includes applications and artworks that are screen-based and on mobile devices.
- Networks (25%) - Wired, wireless, and mobile networked technologies and applications.
- Interactive installations (25%) - Works involving space and the movement of the viewer as interactive inputs.
- Social Works (25%) - Works focused on forming social practices, events, relationships, and technologies.
    - participatory performance
    - community collaborations
    - social/political interactions

Course Topics

- electronic interactive interfaces
- networks
- interactive installations
- participatory performance
- community collaborations
- social/political interactions

Sample Source(s) of Information

(recommended: these texts are supplemental to studio work and may be used in other studio courses)

- Interactive Experience in the Digital Age by Springer Publishing
- Action in Perception by Alva Noe
- Discourse Networks 1800/1900 by Frederich Kittler
- Making Sense: Cognition, Computing, Art & Embodiment by Simon Penny
- Listening, Thinking, Being: Towards and Ethics of Attunement by Lisbeth Lipari
- The Language of New Media by Lev Manovich
- New Media Reader by MIT Press

Course Requirements

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Evaluation

Students are evaluated in 3 areas. Standard pedagogy in studio art varies in how these areas are weighted. Some faculty put much more emphasis on the studio production. Others prefer distributing evaluation criteria to reflect the range of criteria.
These reflect the range of standard weighting of such criteria.
1. Studio production
This includes interim and finished studio products or productions: Exhibitions and public presentations of studio products, individual or collaboratively produced studio products. Studio products include: interactive installations, participatory performance, community based art, social/political interactions, electronic interfaces, project proposals, and documentation or re-presentations of projects.
33%-70%
2. Studio Discourse: Writing, Reading, and Discussion, Critique. The operation of the studio and learning involve effective participation in communicating about ideas, studio work, and historical and theoretical texts. This can include the content of discussion participation, written responses to texts, written and verbal statements on studio work and ideas, and written and verbal critique.
10%-40%

3. Studio Performance/Contribution to the Group:
Studio work and learning is a highly social and dynamic activity that requires active participation by its members. This can be assessed by attendance as well as observed contributions to the studio organization, production, and progress.
10%-40%