ART 396 ·Time Studio Syllabus -2019

Description

Time Studio explores temporal and presentational practices and the theoretical discourse specific to such practices within a studio context. Time-based works include time and change as central elements. This includes ephemeral and kinetic objects, performance, sound works, and works incorporating moving images.

Prerequisites:
No prerequisites.

3 credit hours

Introduction
The course incorporates current technologies in the study and creation of works that take place over time including audio, video, and performance. The course also addresses installation works as they pertain to the time-based experience of the viewer. By working both in and out of traditional presentation contexts the studio engages a consideration of how art is "instituted". While the course addresses time as a primary element in visual art, it approaches this material as related to other studio media and considerations.

Course Objectives

At the end of the course students are able to:
1. Demonstrate an ability to discuss and apply visual, conceptual, technical, historical, and theoretical considerations of studio works involving time.
2. Effectively and appropriately use digital technologies in the creation of visual works involving time within the context of other studio practices and methods.
3. Construct presentations of culture that are deliberate and appropriate to existing and created contexts and conditions in works involving time. This includes analysis, planning/imagining, implementation, and evaluation.
4. Demonstrate the ability to work collaboratively and cooperatively in the production, presentation, and evaluation of cultural forms.
5. Use verbal, written, and visual means to engage in effective and critical discourse about time-based works and ideas.
6. Demonstrate understanding and proficiency in documenting time-based works using images, moving images, texts, and various presentational formats.

Course Topics

- ephemeral and kinetic objects
- performance
- sound works
- works incorporating moving images

Texts

(recommended – these texts are supplemental to studio work and may be used in other studio courses)
The Language of New Media by Lev Manovich
New Media Reader by MIT Press

Course Requirements

The studio work in this course is focused on the understanding of time as a primary element in studio work: including ephemeral and kinetic objects, performance, sound works, and works incorporating moving images. The course also addresses digital technology as it pertains to the creation and presentation of time-based works in visual art contexts. Use of appropriate digital technology in studio projects should be a significant portion of the course.

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: sound works, performance, works including moving images, ephemeral or kinetic objects, 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 your attendance as well as observed contributions to the studio organization, production, and progress.

10%-40%