OFFICIAL UNDERGRADUATE COURSE OUTLINE (page 1)

UNIVERSITY OF THE FRASER VALLEY

COURSE IMPLEMENTATION DATE: May 2006
COURSE REVISED IMPLEMENTATION DATE: September 2013
COURSE TO BE REVIEWED: September 2018
(six years after UEC approval) *(month, year)*

OFFICIAL UNDERGRADUATE COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
Shaded headings are subject to change at the discretion of the department – see course syllabus available from instructor

VA 371	Visual Arts	3
COURSE NAME/NUMBER	FACULTY/DEPARTMENT	UFV CREDITS

New Media III – Interactive Art
COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION:

The objective of this course is to explore interactive media through engagement in individual and collaborative interdisciplinary work. Grounded in interactive media design, students will develop interactive participatory media and media performance projects from conception to final presentation, including documentation of concept through final production. Options for individual or collaborative projects are supported.

PREREQUISITES: VA 113, VA 115, VA 116, VA 272, and one of either VA 160 or VA 180.
Note: Students in programs outside of the BFA or the Visual Arts diploma who do not have the 100-level pre-requisites may seek permission of the department.

COREQUISITES:
PRE or COREQUISITES:

SYNONYMOUS COURSE(S):
(a) Replaces:
(b) Cross-listed with:
(c) Cannot take: for further credit.

SERVICE COURSE TO: *(department/program)*

TOTAL HOURS PER TERM: **60**

STRUCTURE OF HOURS:

Lectures:	**30**	Hrs
Seminar:	**6**	Hrs
Laboratory:		Hrs
Field experience:	**8**	Hrs
Student directed learning:	**7**	Hrs
Other (specify): Critiques	**9**	Hrs

TRAINING DAY-BASED INSTRUCTION:
Length of course:
Hours per day:

OTHER:
Maximum enrolment: **17**
Expected frequency of course offerings:
(every semester, annually, every other year, etc.)

WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	☐ Yes	☐ No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	☒ Yes	☐ No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	☒ Yes	☐ No

Course designer(s): **Toni Latour, reviewed by Kenneth Newby**

Department Head:	**Tetsuomi Anzai**	Date approved:	**June 17, 2011**
Supporting area consultation		Date of meeting:	**September 23, 2011**
Curriculum Committee chair:	**Tetsuomi Anzai**	Date approved:	**October 14, 2011**
Dean/Associate VP:	**Jacqueline Nolte**	Date approved:	**October 14, 2011**
Undergraduate Education Committee (UEC) approval		Date of meeting:	**September 28, 2012**

LEARNING OUTCOMES:

Upon successful completion of this course, students will be able to:

1. Demonstrate fluency in the use of interactive media technologies for sound and visual images.
2. Utilize compositional skills in the integration of interactive media in performative situations.
3. Demonstrate theoretical grounding in interactive media and media performance.
4. Document, present, and reflexively discuss the creative processes and final project.
5. Contextualize creative work within cultural currents of 20th and 21st century art and performance practices.

METHODS: *(Guest lecturers, presentations, online instruction, field trips, etc.)*

Course content is explored through student presentations, proposal writing, visual presentations of time-based interactive or performative work, individual projects, class critiques and discussions.

METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

☐ Examination(s) ☒ Portfolio assessment ☐ Interview(s) ☐ Other (specify):

TEXTBOOKS, REFERENCES, MATERIALS: *[Textbook selection varies by instructor. Examples for this course might be:]*

Course packages assembled by the instructor.

SUPPLIES / MATERIALS:

Materials to be determined by the student.

STUDENT EVALUATION: *[An example of student evaluation for this course might be:]*

Completed projects	70%
Individual or team presentation	20%
Attendance/participation	10%

COURSE CONTENT: *[Course content varies by instructor. An example of course content might be:]*

Week 1. Introduction - Course Overview and Introduction to Interactive Art and Performance
Workshop: Machine Vision

Week 2. Participation, Dialogue, Performance, Presence
Workshop: Machine Listening
Activity: Mapping Exercise I - controlling visible images interactively

Week 3. Sensitive Environments - social spaces
Workshop: Creating and accessing databases of media objects
Activity: Mapping Exercise II - controlling audible images interactively

Week 4. Interface - Metaphor and Action
Workshop: Novelty - randomness and constraints
Activity: Metaphor Exercise - making meaning through interaction

Week 5. Play - Finite, Infinite and Deep
Workshop: embodied interaction
Activity: generative video composition

Week 6. Relation and Reaction
Workshop: synchronization across media (image, text, sound)
Activity: generative audio composition

Week 7. Braided Media - Open Works and the Heterographic Voice
Workshop: Live Video Technique - capture, sequencing, compositing, processing

Week 8. Project Proposals: Interaction Model, Media Design/Diffusion and Production Plan - Presentations and Discussion
Workshop: Live Audio Technique - capture, sequencing, mixing, processing

Week 9. Project Development I
Workshop: Live Typography - letter, word, sentence, animation

Week 10. Project Development II

Week 11. Project Prototype Presentations

Week 12. Open Class for Project Refinements

Week 13. Final Presentations I

Week 14. Final Presentations II