Course Syllabus - “Interactive Media Art”

Language of Instruction: English
Professor: Roc Parés
Professor’s Contact and Office Hours: roc.pares@upf.edu
Course Contact Hours: 30 hours
Recommended Credit: 4 ECTS credits
Weeks: 3
Course Prerequisites: None
Language Requirements: English
Time modules: Monday to Thursday: 3pm to 5.30pm.

Course Description:
Organized and conducted as a workshop, this course focuses on the contemporary art practices known as interactive media art. Strategically situated at the intersection between the arts, humanities, science, technology and society, interactive media arts offer a privileged field from which our world can be reexamined. The interdisciplinary nature of this subject will allow students from any field to bring their own personal knowledge, skills and perspectives into discussion and class activities and, above all, into their own course project. The expected outcome is a personal project which will be developed, prototyped, presented and evaluated within the three-week course. The process will be structured in the following six interrelated stages: education, research, experimentation, production, dissemination and reception. Evaluation will consider both the creative process and the final presentation. Assessment criteria will be adapted to each particular project, but will contemplate the formal, conceptual, contextual and relational aspects of the interactive art works produced.

Keywords: Contemporary art, virtual reality, interactive communication, augmented reality, socially engaged art, art as research, digital arts, art as resistance, robotic art, learning by doing.

Learning Objectives:
• To learn how to enjoy the vast diversity of non-conventional discourse strategies and participation modes which are emerging in Interactive Media Art.
• To expand the notion of the artist beyond the role of “producer” and to assume the challenges of being an interdisciplinary cultural agent.
• To intensify our own artistic practice by connecting it through local and global networks.

Course Workload
The course is divided into lectures, discussions, and practice-based art research. Students should be prepared to engage in group discussion and most especially about their own process.

Methods of Instruction:
Our computer equipped classroom will be the place for case-study, discussion and practice-based art research. Each session will start with the presentation of an art project related to one of the five topics in our Syllabus. These presentations will be conducted by the professor and will be followed by discussion. The second part of each session will be organized as an art workshop in which each student will be developing a personal art project reflecting on the mediation of human relations through computers.
and networks. The professor will follow the progress of all the projects from their inception to their final presentation on the last day of the course.

**Method of Assessment**

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<tr>
<th>Course Project</th>
<th>85% (50% process + 35% final presentation)</th>
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<tr>
<td>class participation</td>
<td>15%</td>
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**Absence Policy**

Attending class is mandatory and will be monitored daily by professors. The impact of absences on the final grade will be announced soon.

The BISS attendance policy does not distinguish between justified or unjustified absences. The student is deemed responsible to manage his/her absences.

Emergency situations (hospitalization, family emergency, etc.) will be analyzed on a case by case basis by the Academic Director of the UPF Summer School.

**Classroom Norms:**

- No food or drink is permitted.
- There will be a ten-minute break during the class.
- Students must come to class fully prepared.

**Course Contents:**

**Week 1 Computer Interfaces as Art**

**Session 1 Course description** (Mon, July 9th)

Syllabus, assessment, readings and viewings
Introduction to "Interactive Media Art".

**Session 2 Interactive art before computers** (Tues, July. 10th)

Architecture as an interactive art.
First assignment: Use the software of your choice to reproduce a special place from your childhood.

**Session 3 From Human-Computer Interaction to Artificial Intelligence** (Wed, July. 11th)

First assignment: Finish the reproduction of your room by adding sounds (sound effects, sound landscape, descriptions...).

**Session 4 Desktop multi-modal interaction** (Thu, July. 12th)

Viewing and class discussion: “Artintact 5” (1999), ZKM
Presentation and discussion about your first assignment.

**Week 2 Interactive art and digital networks**

**Session 5 Interactive and remote art through digital networks** (Mon, July. 16th)

Viewing and class discussion: net.art anthology [https://anthology.rhizome.org/](https://anthology.rhizome.org/)
Second assignment: Adapting the result of your first assignment to be shared on the WWW.

**Session 6 Remote participation in art** ( Tues, July. 17th)

**Session 7 Socially Engaged Art** (Wed, July. 18th)
Second assignment: Sharing the result of your first assignment on the WWW (Part I)
Second assignment: Cooperation and cocreation (Part III)

**Session 8 Augmented Reality Art** (Thu, July. 19th)
Second assignment presentation and discussion

**Week 3 Interactive art installations**

**Session 9 Mixed places and spaces** (Mon, July. 23rd)
Viewing and class discussion: “Lightpools or El Ball del Fanalet” (1998), by Perry Hoberman and Galeria Virtual. Final assignment: Prototype your project’s display.

**Session 10 Virtual Reality Art** (Tues, July. 24th)

**Session 11 Robots in art** (Wed, July. 25th)

**Session 12 Final Project Presentations** (Thu, July. 26th)
Final Project Presentations
Closing remarks.

**Required Viewing:**

- Ars Electronica, Linz [http://aec.at](http://aec.at)
- GridSpinoza [https://gridspinoza.net/en](https://gridspinoza.net/en)
- ZKM, Karlsruhe [http://zkm.de](http://zkm.de)

**Recommended bibliography:**

Students are encouraged to consult the following sources on their own.


