Course Syllabus: “Interactive Media Art”

Language of Instruction: English
Professor: Roc Parés
Professor’s Contact and Office Hours: XXXXX
Course Contact Hours: 30 hours
Recommended Credit: 2/4 ECTS credits
Weeks: 3
Course Prerequisites: None
Language Requirements: English

Time modules:

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 of the Arts, Humanities, Science, Technology and Society, Interactive Media Arts offer a privileged field from which the Human Condition can be reexamined. The interdisciplinary nature of this subject will allow students from any field of endeavor to bring their own personal knowledge, skills and perspectives into discussion, into class activities and into their own course project. The expected outcome of the course is a personal project which will be developed, completed, 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.

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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<th>Course Project 85% (50% process + 35% final presentation)</th>
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<td>class participation 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 is as follows:

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<th>Absences</th>
<th>Penalization</th>
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<td>Up to two (2) absences</td>
<td>No penalization.</td>
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<tr>
<td>Three (3) absences</td>
<td>1 point subtracted from final grade (on a 10 point scale)</td>
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<td>Four (4) absences</td>
<td>2 points subtracted from final grade (on a 10 point scale)</td>
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<td>Five (5) absences or more</td>
<td>The student receives an INCOMPLETE for the course</td>
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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”.
  From contemplation to participation.

**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 I (Thu, July. 12th)
   Viewing and class discussion: “Artintact 5” (1999), ZKM
   Finishing your first assignment.

Session 5 Desktop multi-modal interaction II (Fri, July. 13th)
   Presentation and discussion about your first assignment.

Week 2 Interactive art and digital networks

Session 6 Interactive art and digital networks (Mon, July. 16th)
   Viewing and class discussion: net.art anthology
   https://anthology.rhizome.org/
   Second assignment: Adapting the result of your first assignment to be shared on the WWW.

Session 7 Remote participation in art (Tues, July. 17th)
   Second assignment: Sharing the result of your first assignment on the WWW (Part I)

Session 8 Socially Engaged Art (Wed, July. 18th)
   Second assignment: Cooperation and cocreation (Part III)

Session 9 Augmented Reality Art (Thu, July. 19th)
   Second assignment presentation and discussion (Day 1/2)

Session 10 Locative Media Art (Fri, July. 20th)
   Second assignment presentation and discussion (Day 2/2)
**Week 3 Interactive art installations**

**Session 11 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 12 Virtual Reality Art** (Tues, July. 24th)

**Session 13 Robots in art** (Wed, July. 25th)

**Session 14 Final Project Presentations** (Thu, July. 26th)
Final Project Presentations (Day 1/2)

**Session 15 Final Project Presentations** (Fri, July. 27th)
Final Project Presentations (Day 2/2)
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.


Last revised, January 2018