NEW MEDIA: DIGITAL ART - FA1601

Time: Monday, 1 - 5:30 pm

Location: Smith 405

Class Blog: aagricola.net/18/nm

I will post everything that we are covering in class at the beginning of our class time. At the bottom of each day's posting will be your homework assignments due for the following class (unless otherwise stated). This will be an archive for you to return to as needed. All required reading will be posted on the class blog on the week that it is assigned. Other very helpful online resources are listed on our blog "Resources" page!!!

INSTRUCTOR

Instructor: Amanda Agricola

Office:

Office Hours: By appointment

E-mail: aagricola@email.gwu.edu

*If for some reason I do not respond in 2-3 days, e-mail again bc there is small a chance that your e-mail slipped past me unnoticed.

COURSE DESCRIPTION

New Media is designed to introduce you to a wide variety of digital tools and resources that support emerging (as well as traditional) forms of art and design. Over the course of the semester, we will examine the meaning of a digital practice by investigating tools and techniques, examining the historical and contemporary practice of artists and designers who work with creative technology, and analyzing the role of media production and consumption in contemporary culture.

LAB: Room 2A03 - this is where you can finish homework and projects. Hours of operation will be posted on a calendar on the door and when they are released, you can find them on the home page of the blog.

LEARNING OUTCOMES:

By the end of this class you will be able to:

• Recognize and apply principles and elements of design to personal digital works in 2d imaging, 3d fabrication and 4d time-based formats.

• Analyze the role of media production and consumption in contemporary culture.

• Create and maintain a complete portfolio of your work that demonstrates effective file management and digital archiving conventions.

• Demonstrate familiarity with technological resources.

MATERIALS LIST

☑ If not using your laptop in class, you will need a storage device

☑ Notebook for sketching and note taking

☑ Budget $2-$50 for materials for projects (varies greatly by student)

☑ Attention and Positive Attitude

GOOGLE DRIVE FOLDER

Documentation of each assignment and project should be put in your respective folder.

ATTENDANCE POLICY

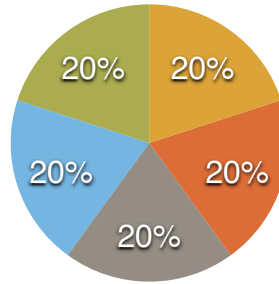| 0-1	2-3	4...
GREAT	LOWER BY	UGH
	10% EACH	FAIL

15 minutes late = 1/2 Absence

Leaving over 15 minutes early = 1/2 Absence

If you miss a class you are still responsible for all of the material covered as well as any assigned homework.

PROJECT EVALUATION

20% **Process and problem solving**

20% **Thoughtful presentation**

20% **Demonstrates technical ability**

20% **Conceptual thoughtfulness**

20% **Documentation**

20% 20%

20% 20%

20%

GRADES

Projects: 40% (2 @ 20% ea)

Exercises: 30% (5 @ 6% ea)

Presentation: 20%

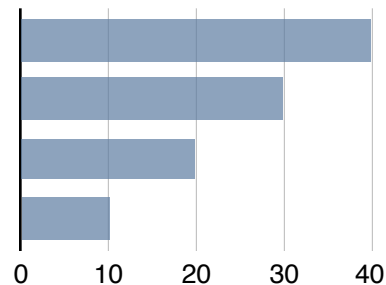**Participation:** 10%

0   10   20   30   40

DEADLINES

All projects and homework are to be completed by the start of class on the assigned due date. You will put your project in the appropriate file format in your google drive folder. Unfinished work will not be discussed in class, however, once completed, documentation of late work can be submitted directly to me with a penalty of a letter grade per week. This applies if you are absent and do not turn in homework as well.

Grades

Projects - 40%

There will be two projects over the course of this class. Projects will draw upon the skills built though exercises. They will not be specific to any one piece of software; rather they will be an opportunity to further explore some of the concepts and materials we learned in a more personally exciting or interesting way to you. You will be responsible for independently coming up with a project, executing, bringing the materials required for work days, setting up your project on the day of the critique, and submitting edited documentation of work to your google drive folder. See grading breakout above.

Exercises - 30%

There will be a series of exercises that will allow you to focus strictly upon developing and demonstrating technical skills.

In-Class Presentation - 20%

Each student is responsible for research a topic related to digital art it to the class. Topics may include a particular artist, new technology, the social or economic impact of digital art, or other topics germane to the class. Topics should be approved by the instructor at least two weeks prior. Students will submit their sources and presentation the week before. Following approval from the instructor, student will then present their research to the class. Presentation dates will be established at the beginning of the course via a shared spreadsheet.

Engagement - 10%

As with all classes, participation is an important part of the learning process. Not only is this class a peer learning environment, but insightful contributions to critiques will help your fellow classmates, and also aid in your own development as an artist. I will keep track of your participation in critiques and reading discussions and factor this into your grade.

Aug 27: Introductions, background, layout design with InDesign; HW: Read from Design Basics, Watch Lynda Photoshop tutorials, signup for a research presentation topic, finish layouts, bring a magazine(s) or book(s) with images that you can cut out and/or scan

Sep 3: LABOR DAY, NO CLASS

Sep 10: Discuss Readings, scanning, selecting, masking, and image adjustments in Photoshop, look at text based artists, introduce illustrator; HW: Watch Lynda tutorials, read typography reading, create two stencils

Sep 17: Field Trip to Hirschhorn (bring metro card or money for metro card), Discuss Reading, Introduce Project 1; HW: Finish cutting stencil, brainstorm ideas for Project 1

Sep 24: Presentations, Laser Cutter, project work day; HW: Finish cutting stencil, work on Project 1

Oct 1: Presentations, Project 1 work day HW: Finish your Project 1

Oct 8: FALL BREAK

Oct 15: Presentation, Critique Project 1; HW: Read *Form and Code* reading

Oct 22: Presentations, Discuss Reading, Generative Art, Intro to Processing ; HW: Finish Processing Drawing, tutorials

Oct 29: Presentations, Look at Net Art and Post Internet Art, Context for Project 2, Trevor Paglen video (or **possible field trip** to see his exhibit at the National Gallery), more with Processing; HW: Non-linear narrative; Read "ldyrslf"

Nov 5: Presentations, Discuss Reading, Mini crit for assignment, Introduce Premier; HW: Watch Premier Lynda tutorials; collect footage, found and recorded to work with in class

Nov 12: Presentation, Work on video collage, Effects in Premier; HW: finish video collage, add sound

Nov 19: Presentations, Discuss Readings, Mini crit of video, Project work day HW: Read Schwartzman, Project 2 proposal

Nov 26: Presentations, Work day for Project 2 HW: Make progress on your project

Dec 3: Project Work Day HW: Finish Project

Dec 10: Final Critique and Course Evaluations

PROJECT 1

If nothing else, we have learned that one of art's agreed upon purposes is to make visible the invisible, to shed light on something in the dark, to speak when there is silence. For project 1, create an object, image, or installation that makes visible something invisible. Use at least two of the skills we learned in the first half of the semester. What you bring to the critique must be physical. That means, if it is a photograph, then it should be printed out. Please budget accordingly.

PROJECT 2

Using any combination of skills learned in class, create something that emphasizes your experience of the global digital age. You can approach this from any number of angles; where are we presently, where are we headed, what are your fears or anxieties for the future? This is a very open ended project that is meant to give you freedom to explore a medium that was personally exciting to you, and one in which best communicates your conceptual idea.

HELP!

We'll be covering a lot of material this semester which may be completely new to you. Please keep in mind that acquiring any new skill can be a slow and difficult process. Whenever you think you need help outside of class, please let me know as soon as possible and we can schedule a time to meet, or if you provide me with enough details I can sometimes assist through e-mail. Otherwise, we can schedule an office appointment. Being confused is not an excuse for not doing homework. Allow yourself time to ask questions. Do not wait until the night before to do your homework as I may not be available to answer questions the night before it is due. Waiting until the last minute is not a valid excuse for not turning something in.

University Policies

University Policy on Religious Holidays [should be included verbatim]

1. Students should notify faculty during the first week of the semester of their intention to be absent from class on their day(s) of religious observance.

2. Faculty should extend to these students the courtesy of absence without penalty on such occasions, including permission to make up examinations.

3. Faculty who intend to observe a religious holiday should arrange at the beginning of the semester to reschedule missed classes or to make other provisions for their course-related activities

Support for Students Outside the Classroom [should be included verbatim]

Disability Support Services (DSS)
Any student who may need an accommodation based on the potential impact of a disability should contact the Disability Support Services office at 202-994-8250 in the Rome Hall, Suite 102, to establish eligibility and to coordinate reasonable accommodations. For additional information please refer to: gwired.gwu.edu/dss/

Mental Health Services 202-994-5300
The University's Mental Health Services offers 24/7 assistance and referral to address students' personal, social, career, and study skills problems. Services for students include: crisis and emergency mental health consultations confidential assessment, counseling services (individual and small group), and referrals. counselingcenter.gwu.edu/

Academic Integrity Code [NOTE: reference to the code should be made and the url provided]
Academic dishonesty is defined as cheating of any kind, including misrepresenting one's own work, taking credit for the work of others without crediting them and without appropriate authorization, and the fabrication of information. For the remainder of the code, see: studentconduct.gwu.edu/code-academic-integrity