

# Studio

•  
3 July - 2 August  
2017

The studio is the core of Introduction to Interactive Design. Over the course of the session, in studio students will develop two significant, considered and well crafted design projects. At the end of each project there will be a review with outside critics.

The main mode of pedagogy in the studio portion of the class is critique. This means that students must come prepared for every class with significant visual progress to present to the group. We will only critique things that we can see. As such, we will not talk about ideas that are not expressed visually. Always come to class with visual material to show!

Our critiques are also an opportunity for students to hone their critical eye for design and a way to learn how to discuss the design process. As such it is crucial that all students participate actively in discussion.

Finally, the studio includes a set of readings for each class. Readings will be divided among groups of three students. The group should lead discussions. They must create a short presentation showing relevant visual background material. In addition to a visual presentation, the group must summarize the texts and present the group with five questions for discussion.

## CALENDAR

3 July, Mon, Week 1

Project 1 / Digital Reissue

Reading / Authorship & Graphic Design

— The Crystal Goblet, Beatrice Warde

— Fuck Content, Michael Rock

— Research and Destroy, Metahaven

5 July, Wed, Week 1

Project 1 / Digital Reissue

Reading / Starting Points

— Dispersion, Seth Price

— Dare to be Stupid, Other Means

10 July, Mon, Week 2

Project 1 / Digital Reissue

Reading / The Long Tail

— In the Long Tail, Mark Leckey

— Youth Mode, K-hole

— On Ketamine and Added Value, Dena Yago

12 July, Wed, Week 2

Project 1 / Digital Reissue

Reading / Post-internet

— The Image Object Post-Internet, Artie Verkant

— In Defense of the Poor Image, Hito Steyerl

— Too Much World, Hito Steyerl

**17 July, Mon, Week 3**

**Project 1 / Digital Reissue**

**Reading / Spirit Surfing**

- Internet Explorers, Ceci Moss
- Spirit Surfing, Kevin Bewersdorf
- We Did It Ourselves, Guthrie Lonergan
- Excerpts from: Post-internet, Gene McHugh

**19 July, Wed, Week 3**

**Project 1 / Digital Reissue**

**Reading / Designers**

- This Stands as a Sketch for the Future: Muriel Cooper, David Reinfurt
- What Design Means for Me, Karel Martens
- Designer as Artist: Cornel Windlin, Richard Hollis
- Crouwelism, Experimental Jetset & Wim Crouwel

**24 July, Mon, Week 4**

**Project 2 / Personal Algorithm**

**Reading / Memes**

- The Meme, Metahaven
- Overcoming Internet Disillusionment, Geert Lovink

**26 July, Wed, Week 4**

**Project 2 / Personal Algorithm**

**Reading / Infrastructure**

- Protocols Chapter: 1, Alex Galloway
- Captives of the Cloud: Part 1, Metahaven

**31 July, Mon, Week 5**

**Project 2 / Personal Algorithm**

**Reading / Affect Online**

- Is It Love, Brian Kuan Wood

**2 August, Wed, Week 5**

**Project 2 / Personal Algorithm**

**Reading / Laws and Design**

- A Lawless Proposition, Paul Chan
- Sometimes It Looks Like a Duck, Sometimes It Looks Like a Rabbit, Dan Michaelson

## **RESOURCES**

**Inspiration**

Arena, <https://www.are.na>

Hover States, <https://hoverstat.es>

Many Stuff, <https://www.manystuff.org>

**Reading**

E-flux, <http://www.e-flux.com>

Rhizome, <http://rhizome.org>

Net Art Anthology, <https://anthology.rhizome.org>