UNSW Course Outline

DART1201 Digital Studio 2 - 2024

Published on the 18 Sep 2024

General Course Information

Course Code : DART1201
Year : 2024
Term : Term 3
Teaching Period : T3
Is a multi-term course? : No
Faculty : Faculty of Arts, Design and Architecture
Academic Unit : School of Art & Design
Delivery Mode : In Person
Delivery Format : Standard
Delivery Location : Paddington
Campus : Paddington
Study Level : Undergraduate
Units of Credit : 6

<u>Useful Links</u>

<u>Handbook</u> <u>Class Timetable</u>

Course Details & Outcomes

Course Description

This introductory course is designed to expand your skills and knowledge in the Animation and Moving Image specialisation of the Bachelor of Fine Arts. With a focus on experimental practice, this course introduces you to processes and concepts needed to create interactive, real-time, and audio-reactive visual projects. Technical introductions to current and emerging tools are

supported by a mix of reading, discussion, iterative development, and peer feedback in a supportive studio environment. The course guides you towards the development of a new creative project and aims to open new ways of working and thinking that you will build on throughout your studies.

Course Aims

This course provides students with a framework to contextualise their practice in the Animation and Moving Image specialisation in the BFA. It aims to develop core technical skills, and develop foundational production skills.

Course Learning Outcomes

Course Learning Outcomes
CLO1 : Recognise and explain key sonic and interactive concepts in media arts practice.
CLO2 : Select and apply key techniques and concepts to create interactive and real-time artistic projects.
CLO3 : Develop and create digital media assets that can be used in animated and interactive environments.
CLO4 : Analyse and implement basic workflows that contribute to the creation of an interactive media art project.

Course Learning Outcomes	Assessment Item
CLO1 : Recognise and explain key sonic and interactive concepts in media arts practice.	• Concept and Asset Development • Audio-Visual Project
CLO2 : Select and apply key techniques and concepts to create interactive and real-time artistic projects.	• Sound Composition • Concept and Asset Development • Audio-Visual Project
CLO3 : Develop and create digital media assets that can be used in animated and interactive environments.	• Sound Composition • Concept and Asset Development • Audio-Visual Project
CLO4 : Analyse and implement basic workflows that contribute to the creation of an interactive media art project.	• Sound Composition • Concept and Asset Development • Audio-Visual Project

Learning and Teaching Technologies

Moodle - Learning Management System

Additional Course Information

Students are expected to attend all classes for each course in which they are enrolled. Not attending your classes or participating in learning activities such as discussions, peer feedback, studio sessions, online activities, group work, etc., may place you at risk of failing assessments or even failing the entirecourse. Studies have shown that high attendance correlates with better engagement and success on a course. By punctually attending and actively participating in your classes you not only increase your own opportunities for success, but you also help build a learning community with other students.

Assessments

Assessment Structure

Assessment Item	Weight	Relevant Dates
Sound Composition Assessment Format: Group	30%	Due Date: Week 4: 30 September - 06 October
Concept and Asset Development Assessment Format: Individual	30%	Start Date: Not Applicable Due Date: Week 8: 28 October - 03 November
Audio-Visual Project Assessment Format: Individual Short Extension: Yes (2 days)	40%	Start Date: Not Applicable Due Date: 18/11/2024 05:00 PM

Assessment Details

Sound Composition

Assessment Overview

For this Assessment 1, you will work in small groups to create a sound composition that responds to the theme provided.

Formative feedback will be provided during class time. Summative feedback will be provided online.

Course Learning Outcomes

- CLO2 : Select and apply key techniques and concepts to create interactive and real-time artistic projects.
- CLO3 : Develop and create digital media assets that can be used in animated and interactive environments.
- CLO4 : Analyse and implement basic workflows that contribute to the creation of an interactive media art project.

Detailed Assessment Description

For this Assessment 1, 3-4 students will work together to create a piece of sound composition (length: 45 sec – 1 min) to manifest the provided theme. With the interpreted concept, you will capture and collect a range of sound and noise in various ways. Be experimental and creative! You can use your phone, zoom recorder, or contact microphone to capture sound. Do not limit yourself to making your own sound with built instruments. Your voice can also be a great source of sound and noise. You can use Audacity (introduced in Digital Studio 1), Max8, Ableton or any other Sound editing software to create sound and noise and build your final piece of sound composition. The presentation includes the rationale, comprehensive analysis of creative works corresponding with sound and demonstration of development of the sound composition rigorously.

Assessment Length

500 words -/+ 10%

Submission notes

Electronic submissions via Moodle course site and in class presentation

Assessment information

SUBMISSION REQUIREMENTS

Electronic Submission:

What to Submit:

- Presentation Slides (.pdf)
- .mp3

Naming Convention

Ensure that your file has the following convention before submission.

Assignment submission Turnitin type

This is not a Turnitin assignment

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other

media, whether based on your own work or not.

If your Convenor has concerns that your submission contains passages of AI-generated text or media, you may be asked to account for your work. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.

For more information on Generative AI and permitted use please see here.

Concept and Asset Development

Assessment Overview

For this assessment, you will conceptualise your final Sound Visual project (Assessment 3) based on the sound composition you have made in Assessment 1. You will write a short paragraph outlining your concept and rationale, as well as provide a layout of images, videos and examples of interactive and reactive elements.

Formative feedback will be provided during class time. Summative feedback will be provided online.

Course Learning Outcomes

- CLO1 : Recognise and explain key sonic and interactive concepts in media arts practice.
- CLO2 : Select and apply key techniques and concepts to create interactive and real-time artistic projects.
- CLO3 : Develop and create digital media assets that can be used in animated and interactive environments.
- CLO4 : Analyse and implement basic workflows that contribute to the creation of an interactive media art project.

Detailed Assessment Description

'I Want People to See Sound' – Liliane Lijn

The primary objective of Assessment 2 is to formulate the foundational concept and planning for the forthcoming Sound Visual project (Assessment 3). Students can build upon the sound composition you crafted in assessment 1. Otherwise, students can modify or recreate a new sound composition in consultation with a tutor. Students are required to deliver a concrete concept development docile that includes a 100 -150 words rationale (artist statement), comprehensive analysis of creative works (minimum 2-3) that affect your final work, storyboard or wireframe to demonstrate the flow of your work and a list of innovative or new experiments (minimum, 2-3) that you intend to take on to develop your work. Do not limit yourself to making a screen-based or linear moving image-based work, you are more than welcome to forward an installation, interactive piece,

or audio-vidual reactive project. There is no limit to the type of work. Be experimental!

Assessment Length

500 words -/+ 10% incl. references and subheadings

Submission notes

Electronic submissions via Moodle site 1hr before class plus in-class presentation

Assessment information

Electronic Submission must be made **1 hour before your class (tutorial).**

Electronic Submission:

What to Submit:

- Rationale (.pdf)
- A zipped folder of asset and progress files

Naming Convention

Ensure that your file has the following convention before submission.

- Zid_First_Last_Ass2.pdf
- Zid_First_Last_Ass2.zip

Where to submit:

- Electronic Submission via Moodle Assessment 2 link

Assignment submission Turnitin type

This is not a Turnitin assignment

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other media, whether based on your own work or not.

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Audio-Visual Project

Assessment Overview

For this assessment, you will use your concept design and digital assets from Assessment 2 to create an Audio-Visual project. Your Audio-Visual project can be varied from the sound portrait, interactive installation and reactive audio-visual work. Dependent on the characteristic of your work, you can either submit a video or video recording of your project.

Formative feedback will be provided during class time. Summative feedback will be provided online.

Course Learning Outcomes

- CLO1 : Recognise and explain key sonic and interactive concepts in media arts practice.
- CLO2 : Select and apply key techniques and concepts to create interactive and real-time artistic projects.
- CLO3 : Develop and create digital media assets that can be used in animated and interactive environments.
- CLO4 : Analyse and implement basic workflows that contribute to the creation of an interactive media art project.

Detailed Assessment Description

Using the concept design and resources developed in Assessment 2, students are required to craft an Audio-Visual project. This project can encompass diverse forms, from a sound portrait and interactive installation to a reactive audio-visual composition. Depending on the unique features of the project, students have the option to submit either a video or a recording of the project. Y Consult with your tutor in class.

Assessment Length

500 words -/+ 10% with references and subheadings

Submission notes

Electronic submissions via Moodle site

Assessment information

Electronic Submission:

What to Submit:

- Video or Video recording of your work (45 secs – 1 min) in .mp4 format
- Reflection(.pdf)

Naming Convention

Ensure that your file has the following convention before submission.

- Zid_First_Last_Ass3.pdf
- Zid_First_Last_Ass2.mp4

Where to submit:

- Electronic Submission via Moodle Assessment 3 link

Assignment submission Turnitin type

This is not a Turnitin assignment

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other media, whether based on your own work or not.

If your Convenor has concerns that your submission contains passages of AI-generated text or media, you may be asked to account for your work. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.

For more information on Generative AI and permitted use please see here.

General Assessment Information

Grading Basis

Satisfactory

Requirements to pass course

To pass this course, you MUST submit ALL THREE assessments. Among the three assessments, a minimum of **TWO** assessments must attain '**satisfactory**'.

Course Schedule

Teaching Week/Module	Activity Type	Content
Week 1 : 9 September - 15 September	Lecture	Course Introduction. Sound context through the lens of Animation and Moving Image
Week 2 : 16 September - 22 September	Lecture	Sound Walk: Experimenting with Sound
Week 3 : 23 September - 29 September	Lecture	Electronic Music and Sound Design
Week 4 : 30 September - 6 October	Assessment	In-Class Presentation of Sound Composition Submit all files via Moodle 1 hour before Tutorial
Week 5 : 7 October - 13 October	Lecture	Audio-visual abstraction in the Animation & Moving Image context
Week 6 : 14 October - 20 October	Other	Study Week
Week 7 : 21 October - 27 October	Lecture	Guest Lecture: Meeting a Mixed Reality Performance Artist, Rewa Wright
Week 8 : 28 October - 3 November	Lecture	Interaction and Reaction between Sound and Visuals
	Assessment	In-Class Presentation of the Conceptualisation of Sound Visual Project Submit all files via Moodle by Friday, 19 July 12 noon
Week 9 : 4 November - 10 November	Lecture	Illuminating Surface and Transforming Space
Week 10 : 11 November - 17 November	Lecture	Course Summary and Screening
	Assessment	Submit your final project via Moodle by Friday, 2 August 12 noon

Attendance Requirements

Attendance Requirements

Students are expected to attend all classes for each course in which they are enrolled. Failure to attend and participate in at least 80% of learning activities such as discussions, peer feedback, studio sessions, online activities, group work, etc., may result in you being flagged as at risk of failing the course. By punctually attending and actively participating in your classes you not only increase your own opportunities for developing your skills and knowledge, but will also help build a rigorous and engaged creative community with other students. If you are unable to attend classes, please inform your relevant Course Convenor. If the absence is for medical reasons, you will be required to present a medical certificate. If absences impact your ability to undertake assessment, then you should apply for Special Consideration.

Staff Details

Position	Name	Email	Location	Phone	Availability	Equitable Learning Services Contact	Primary Contact
Convenor	June Kim		G110, G Block, Paddington Campus		by appointment	Yes	Yes
Tutor	Ian Andrews				Available during scheduled class time	No	No

Other Useful Information

Academic Information

For essential student information relating to:

- UNSW and Faculty policies and procedures;
- Student Support Services;
- Student equity and disability;
- Special Consideration in the event of illness or misadventure;
- Examination information;
- Review of results;

Please see: https://www.unsw.edu.au/arts-design-architecture/student-life/resources-support/protocols-guidelines

Academic Honesty and Plagarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

- Copying: Using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This includes copying materials, ideas or concepts from a book, article, report or other written document, presentation, composition, artwork, design, drawing, circuitry, computer program or software, website, internet, other electronic resource, or another person's assignment without appropriate acknowledgement.
- Inappropriate paraphrasing: Changing a few words and phrases while mostly retaining the original information, structure and/or progression of ideas of the original without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit and to piecing together quotes and paraphrases into a new whole, without appropriate referencing.
- Collusion: Working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student for the purpose of them plagiarising, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.
- Inappropriate citation: Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.
- Duplication ("self-plagiarism"): Submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another

university.

The UNSW Academic Skills support offers resources and individual consultations. Students are also reminded that careful time management is an important part of study. One of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items. UNSW Library has the ELISE tool available to assist you with your study at UNSW. ELISE is designed to introduce new students to studying at UNSW, but it can also be a great refresher during your study.

Completing the ELISE tutorial and quiz will enable you to:

- analyse topics, plan responses and organise research for academic writing and other assessment tasks
- effectively and efficiently find appropriate information sources and evaluate relevance to your needs
- use and manage information effectively to accomplish a specific purpose
- better manage your time
- understand your rights and responsibilities as a student at UNSW
- be aware of plagiarism, copyright, UNSW Student Code of Conduct and Acceptable Use of UNSW ICT Resources Policy
- be aware of the standards of behaviour expected of everyone in the UNSW community
- locate services and information about UNSW and UNSW Library

Use of AI for assessments

As AI applications continue to develop, and technology rapidly progresses around us, we remain committed to our values around academic integrity at UNSW. Where the use of AI tools, such as ChatGPT, has been permitted by your course convener, they must be properly credited and your submissions must be substantially your own work.

In cases where the use of AI has been prohibited, please respect this and be aware that where unauthorised use is detected, penalties will apply.

Use of AI for assessments | UNSW Current Students

Submission of Assessment Tasks

Assessment tasks must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible, alternative submission details will be stated on your course's Moodle site. For information on how to submit assignments online via Moodle: https://

student.unsw.edu.au/how-submit-assignment-moodle

Late Submission Penalty

UNSW has a standard late submission penalty of:

- 5% per calendar day,
- for all assessments where a penalty applies,
- capped at five calendar days (120 hours) from the assessment deadline, after which a student cannot submit an assessment, and
- no permitted variation.

Students are expected to manage their time to meet deadlines and to request Special Consideration as early as possible before the deadline. Support with Time Management is available here.

Important note: UNSW has a "fit to sit/submit" rule, which means that if you sit an exam or submit a piece of assessment, you are declaring yourself fit to do so and cannot later apply for Special Consideration. This is to ensure that if you feel unwell or are faced with significant circumstances beyond your control that affect your ability to study, you do not sit an examination or submit an assessment that does not reflect your best performance. Instead, you should apply for Special Consideration as soon as you realise you are not well enough or are otherwise unable to sit or submit an assessment.

School-specific Information

Risk of Failure Warnings

If you are at risk of failing the course, because of lack of attendance, low marks in assignments, failing to submit assignments, or lack of participation or engagement, you may be notified by email. Please ensure you read your university email, and respond to any official risk of failure warning promptly. NOTE – if the warning email is sent to your UNSW e-Mail address, it is considered as being read by you whether you check your UNSW email or not.

Late Submission Penalties

If you believe that circumstances will prevent you from submitting an assessment on time, please notify your course convenor as soon as possible. There will be penalties applied for being late and a clear 'no later than' date beyond which submission won't be accepted. Where a Special Consideration is not applied for, and a student assessment is late, the following guidelines apply:

1. Up to 5 days after due date, a penalty of 5% (of maximum mark for assignment) will be applied for each day late (e.g. an assignment that is 3 days late would have its mark reduced by 15%). Please note - for the purpose of deduction calculation, a 'day' is each 24-hour period (or part thereof) past the stipulated deadline for submission within the calendar year (including weekends and public holidays). Task with a percentage mark - If the task is marked out of 100%, late submission will attract a deduction of 5% from the mark awarded to the student for every 24-hour period (or part thereof) past the stipulated deadline.

Example: A student submits an essay 48 hours and 10 minutes after the stipulated deadline. The essay is marked out of 100%. A 3 day late penalty will be applied (3 x 5% = 15%). The essay receives a mark of 68%. The student's mark will therefore be reduced to 53% (68% - 15%).

2. Beyond 5 days late, no submission will be accepted.

Special Consideration

Please note that the University's Special Consideration process allows students to apply for an extension within 3 days of the assessment due date. This provides for more extensive extensions, subject to documentation, and Course Convenor approval. You can apply for special consideration online through my.UNSW.edu.au. More information about special consideration can be found here: https://www.student.unsw.edu.au/special-consideration

NOTE: If you are experiencing issues related to your access to class material or difficulty with technology, make sure you notify your lecturer as soon as possible, well before any assessment due date. Last minute requests for extensions due to computer failure, file corruption, printing problems etc. do not qualify students for special consideration or extensions. Students are expected to maintain regular backups of their work at all times.

Educational adjustments

Educational adjustments can be applied to assessments if you are living with a disability, a long term medical condition, a mental health condition, and/or are a carer of individuals with a disability. The Equitable Learning Service (ELS) determines adjustments based on medical documentation and communicates these via an Equitable Learning Plan (ELP). To receive educational adjustments for equitable learning support, you must first register with Equitable Learning Services (ELS). More information about Equitable Learning Services can be found here https://student.unsw.edu.au/els

Supplementary Assessment

Supplementary assessments are available to students in this course who have failed an assessment but have subsequently had an application for Special Consideration approved by the university. The supplementary assessment may take a different form than the original assessment and will be defined by the course convenor - but it will address the same learning outcomes as the original assessment. If Special Consideration has not been awarded, the maximum mark that may be awarded for a supplementary assessment is 50% of the full assessment mark.

Academic Honesty and Plagiarism

Plagiarism is taking the ideas, words, images, designs or objects of others and passing them off as your own. Plagiarism is a type of intellectual theft. Plagiarism can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement. Plagiarism can have serious consequences, so it is important that students be aware of what it is, and how to avoid it. All written submissions are automatically checked for plagiarism using the Turnitin site. For further information, please see the Academic Integrity & Plagiarism website https:// www.student.unsw.edu.au/plagiarism.

Referencing Requirements for Assessments

Your course convenor will inform you what referencing system this course follows. Useful guidelines on how to reference according to various systems can be found at: https:// student.unsw.edu.au/referencing.

You may follow these guidelines in your assessment tasks, or seek additional advice from your lecturer. Styles for Endnote are downloadable from the Endnote website. Accurate and correct referencing is an important academic prerequisite at University level, and if your work does not meet these requirements, it may be marked down, or in more serious cases, it may be treated as an instance of plagiarism and academic dishonesty.

Use of Generative AI

As AI applications continue to develop, and technology rapidly progresses around us, we remain committed to our values around academic integrity at UNSW. Your work must be your *own* and where the use of AI tools, such as ChatGPT, have been permitted by your course convener, they must be properly credited and your submissions must be substantially your own work. In cases

where the use of AI has been prohibited, please respect this and be aware that where unauthorised use is detected, penalties will apply. If in doubt, please seek advice from the Course Convenor prior to using generative AI tools.

https://www.student.unsw.edu.au/assessment/ai

Health and Safety

Ensuring student and staff health and safety is very important at UNSW Art & Design. Health and safety is everyone's responsibility. As a student, you have a responsibility not to do anything that risks your own health and safety, or the health or safety of your fellow students, staff members or visitors. This means, for example, exiting the building during a fire drill; wearing personal protective equipment and clothing (PPEC) when staff or signage instructs you to do so; undertaking induction to using equipment or carrying out processes that require specific knowledge; and reporting hazards or incidents to your lecturer or supervisor as soon as you become aware of them. For more information, please see https://safety.unsw.edu.au/.

Additional Support and Resources

At UNSW you can also find support and resources if you need help with your personal life, getting your academic success on track or just want to know how to stay safe. See https://www.student.unsw.edu.au/wellbeing.

Additional support for students is available by contacting the following centres:

- Student Support and Development https://www.student.unsw.edu.au/support
- Student Support Advisors: https://www.student.unsw.edu.au/advisors
- Mental Health Support: https://www.student.unsw.edu.au/mental-health-support
- Academic Skills and Support https://www.student.unsw.edu.au/skills
- UNSW IT Service Centre https://www.myit.unsw.edu.au/
- Student Gateway: https://www.student.unsw.edu.au/
- Equitable Learning Services: https://www.student.unsw.edu.au/equitable-learning
- Faculty Resources and Support: https://www.unsw.edu.au/arts-design-architecture/student-life/resources-support
- Arc: https://www.arc.unsw.edu.au/

After Hours Access to the Paddington Campus

The core operating hours for the Paddington Campus are below. All students have access to the campus during these hours:

- Monday to Friday 0800 – 2100
- Saturday 0900 – 1700

Some students are permitted to have "After Hours Access" (AHA) to the campus upon completion of a series of inductions. The inductions are dependent on location, as well as the types of activities undertaken in those locations. The first of these is this Primary Induction, and this must be completed online https://my.artdesign.unsw.edu.au. All students requiring AHA are required to complete this induction. The Primary Induction gives access to the following Low Risk areas:

Post Graduate Students

- PG Research students – Level 4 F Block, Computer Labs and Learning Commons
- Master of Design students – Level 3 D Block, Computer Labs and Learning Commons
- Master of Curating and Cultural Leadership students – D207, Computer Labs and Learning Commons

Honours Students

- Fine Arts – Level 3 F Block, Computer Labs and Learning Commons
- Design – Level 1 E Block, Computer Labs and Learning Commons
- Media Arts – Level 3 F Block, Computer Labs and Learning Commons

Subsequent inductions are workshop and lab specific, and are conducted face-to-face by the UNSW Art & Design Technical staff. Students and staff must first successfully complete the Primary Induction before requesting a Workshop/Lab specific Induction.

School Contact Information

UNSW School of Art & Design

Faculty of Arts, Design & Architecture

Paddington Campus

Cnr Greens Rd & Oxford Street

Paddington NSW 2021

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