IA2: Installations - IA 225

Time: Tuesdays 9:00 am - 3:00 pm

Location: Dolphin. Room 240

Class Blog: aagricola.net/17/ED

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.

INSTRUCTOR

Instructor: Amanda Agricola

Office: No Office; e-mail and/or schedule to meet on campus

Office Hours: Mon./ Fri. 12-2 pm

E-mail: aagricola@mica.edu

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

COURSE DESCRIPTION

Students will learn and apply various media, methods, concepts and technologies to create interactive, site-specific, and/or responsive installations. Students will investigate the way we relate to objects, people and spaces through the creation of dynamic, site-conditioned projects. Sound, electronics, participation, games, play and beyond will be used for the creation of participatory, installation events. Students will work both individually and collaboratively throughout the semester. Studio work and techniques will be supplemented by readings, lectures and discussions on current and historical perspectives on interactive and responsive installation art.

COURSE GOALS

Students will gain an applied understanding of techniques and processes for interactive installations and digital fabrication.

LEARNING OUTCOMES

By the end of this course, you will...

- Develop skills with material construction and digital fabrication.
- Be able to construct cohesive environments that incorporate interactive elements.
- Develop a vocabulary for making and discussing Installation Art
- Be capable of employing data towards visual outcomes
- Demonstrate ability to communicate verbally and visually when pitching an idea to a potential client

Materials

- Computer with Processing 3, Arduino, some sort of text editor (Atom preferred).
- External hard drive or cloud-based file backup
- (Dropbox, Google Drive, Github, BitBucket, etc.)
- Prototyping supplies (sketchbook & writing utensils, optional: cardboard, plexiglass, wood)
- Budget $0 - $60 for Project 1 materials

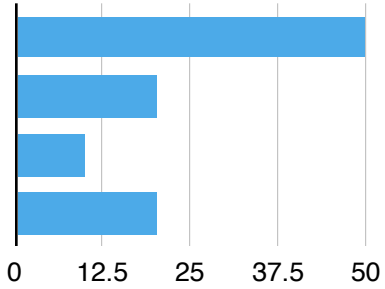
GRADES

Assignments: 50 %

Projects: 20%

Documentation: 10%

Attendance & Participation: 20%



WORK EVALUATION

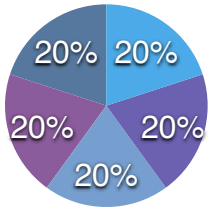
20% **Fulfills the assignment**

20% **Thoughtful presentation**

20% **Demonstrates technical ability**

20% **Conceptual thoughtfulness**

20% **Process and problem solving**



DEADLINES

All projects and homework are to be completed by the start of class on the assigned due date. 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.

ATTENDANCE POLICY

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0-1	2...	3...
GREAT	CONCERN LOWER GRADE	UGH 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. BE SURE TO CHECK OUR BLOG FOR WHAT YOU MISSED!!!

SUBMITTING HOMEWORK

Documentation (2-5 images or video) of each homework assignment and project should be submitted in the respective assignment on Canvas.

Jan	Fab Labs tour, Jeopardy, Processing Refresh HW: Animation; Read “A Medium in Evolution”
Jan 23	Discuss Reading, Bare Touch, Mad Mapper - In Class Installation HW: TBD
30	Lecture, Rhino 2D design, Laser Cutter Protocol HW: Modularity Project
Feb 6	Rhino 3D, 3D printing protocol; project work day HW: Finish Modularity Project
13	Short Crit; 11:30 Field Trip: Eco Tour with WPB (*please bring your lunch!) HW: Read Kirk, chapter 1
20	Using APIs to collect data with p5.js // utilize the water quality data HW: Utilize a data set in p5.js, Kirk cht. 3
27	Data visualization in Rhino with Ghowl // Brainstorm Materials HW: Schematics, Plans, Proposals Kirk cht. 5 & 6
Mar 6	Possible Water Tour (TBD) & Pitches to Eileen from Waterfront Partnership of Baltimore
13	SPRING BREAK
Mar 20	Group Meeting // Project work day
27	Project work day
Apr 3	Begin April 2 : Installation … Opening Apr 5
10	Documentation & Discussion
17	Workshop: Face OSC
24	Workshop: Kinect
May 1	Course Evaluations

PROJECT 1

Modularity involves the arrangement of one or more elements to produce a multitude of forms. Design something made of fixed parts that can be recombined in multiple configurations. Digitally fabricate the forms so that they can be handled by a user. Use any of the new tools we have learned for the design - Processing, Rhino, Grasshopper, or a combination. You can always return to Illustrator as well, but I would like for you to try to define parameters that are repeatable.

PROJECT 2

In partnership with the Waterfront Partnership of Baltimore, and as a class, we will create an immersive installation in which we will agree upon a set of materials, and collaboratively create a public installation that will visualize the data being collected by a water quality sensor in the Jones Fall Watershed. In this section we will learn a few ways to work with data being served up through an API. You will work in smaller groups and isolate different parameters that you will visualize, i.e. dissolved oxygen, water height, precipitation, ect. There will be some degree of autonomy amongst each group, but we are also looking to create an overall gestalt.

This project consists of two parts: 1. A pitch to the class and Waterfront 2. The actual installation

These two parts will be graded separately.

PARTICIPATION

As a citizen of the classroom, you are expected to actively participate in class exercises, discussions, and critiques. In addition, this class is intended to function as a peer learning environment. I encourage you to support and talk to one another during class, particularly if you are experiencing any difficulty.

COLLABORATION

Collaboration on projects is welcomed and encouraged! However, each team member must carry their own weight in the development and documentation of a project. Afterwards, each collaborator will fill out a brief Peer Review form, which will allow you to discretely provide feedback on your collaborators. Grades will be given individually, and this feedback will be taken into account when factoring grades.

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...

Include:

- All necessary files
- Detailed explanation of what you are trying to do
- Don't forget to consult your peers and the Internet when you run into problems as well!
- Please start your homework ahead of time so that any questions can be directed to me at least 48 hours before class.
- As much as I'd like to assist you, requests on the night before may go unanswered. This will not be an acceptable excuse for missing a deadline.

REQUIRED READINGS

- "A Medium in Evolution", essay by Marina Pugliese
- Installation Art: Between Image and Stage, by Anne Ring Petersen
- "The Specificity of Video Installation", essay by Iolanda Ratti
- Data Visualization: A Handbook for Data Driven Design, by Andy Kirk

Recommended Resources

- Urban Design Thinking by Kim Dovey
- Behavior in Public Places: Notes on the Social Organization of Gatherings by Erving Goffman (Free Press, 1966)
- Games for Actors and Non Actors by Augusto Boal (Routledge, 2002)
- The Nature of Code by Daniel Shiffman
- Processing: A Programming Handbook for Visual Designers and Artists by Casey Reas & Ben Fry

Online Resources

- Official Processing reference & examples: http://processing.org/reference/
- P5.JS official website: https://p5js.org/
- For Your Processing: http://fyprocessing.tumblr.com
- CreativeApplications: http://www.creativeapplications.net
- OpenProcessing: http://www.openprocessing.org/
- Lynda, Treehouse, or any tutorials online

A WORD FROM OUR SPONSORS:

Americans with Disabilities Act

Any student who may need an accommodation based on the potential impact of a disability should contact the Learning Resource Center at 410-225- 2416, in Bunting 458, to establish eligibility and coordinate reasonable accommodations.

Environmental Health and Safety (EHS): Students are responsible to follow health and safety guidelines relevant to their individual activities, processes, and to review MICA's Emergency Action Plan and attend EHS training. Students are required to purchase personal protection equipment appropriate for their major or class. Those students who do not have the proper personal protection equipment will not be permitted to attend class until safe measures and personal protection are in place.

Plagiarism

Each discipline within the arts has specific and appropriate means for students to cite or acknowledge sources and the ideas and material of others used in their own work. Students have the responsibility to become familiar with such processes and to carefully follow their use in developing original work.

Policy

MICA will not tolerate plagiarism, which is defined as claiming authorship of, or using someone else's ideas or work without proper acknowledgement. Without proper attribution, a student may NOT replicate another's work, paraphrase another's ideas, or appropriate images in a manner that violates the specific rules against plagiarism in the student's department. In addition, students may not submit the same work for credit in more than one course without the explicit approval of all of the

instructors of the courses involved.

Consequences

When an instructor has evidence that a student has plagiarized work submitted for course credit, the instructor will confront the student and impose penalties that may include failing the course. In the case of a serious violation or repeated infractions from the same student, the instructor will report the infractions to the department chair or program director. Depending on the circumstances of the case, the department chair or program director may then report the student to the appropriate dean or provost, who may choose to impose further penalties, including expulsion.

Appeal Process

Students who are penalized by an instructor or department for committing plagiarism have the right to appeal the charge and penalties that ensue. Within three weeks of institutional action, the student must submit a letter of appeal to the department chairperson or program director, or relevant dean or provost related to the course for which actions were taken. The academic officer will assign three members of the relevant department/division to serve on a review panel. The panel will meet with the student and the instructor of record and will review all relevant and available materials. The panel will determine whether or not to confirm the charge and penalties. The findings of the panel are final. The panel will notify the instructor, the chairperson, division, the student, and the Office of Academic Affairs of their findings and any recommendations for change in penalties.

Title IX Notification

Maryland Institute College of Art seeks to provide an educational environment based on mutual respect that is free from discrimination and harassment. If you have encountered sexual harassment/misconduct/assault, please know that there are multiple ways to report it and you are encouraged to do so (www.mica.edu/equal_opportunity). Additionally, in order to meet our commitments to equity and to comply with Title IX of the Education Amendments of 1972 and guidance from the Office for Civil Rights, faculty and staff members are required to report disclosures of sexual violence made to them by students, except when prior notice regarding a specific classroom assignment or discussion is provided. If you require academic accommodations due to an incident involving sexual harassment or discrimination, please contact Student Affairs at 410.225.2422 or Human Resources at 410.225.2363.

Students with Extended Illness or Cause for Legitimate Absence

In the case of extended illness or other absences that may keep the student from attending a class for more than three meetings, undergraduate students must contact the Student Development Specialist in the Division of Student Affairs. The Student Development Specialist will then work with the student to determine the cause and appropriateness of the absences and subsequently notify instructors as necessary. Graduate students must contact the instructor, program director, and the Office of Graduate Studies. Students in art education or professional studies programs must contact the Dean for the Center for Art Education or the Associate Dean for Open Studies, respectively. The appropriate administrator will facilitate a conversation with relevant faculty to determine whether the student can achieve satisfactory academic progress, which is ultimately at the sole discretion of the faculty member.