

		Week 1 <small>Week 13</small>		Week 2 <small>Week 14</small>		Week 3 <small>Week 15</small>		Week 4 <small>Week 16</small>			
		Research: Brainstorming		Research: Conceptualizing		Producing: Synthesizing		Producing: Delivering			
		<small>Friday</small> Day 1	<small>11-Mon</small> Day 2	<small>16-May</small> Day 3	<small>18-May</small> Day 4	<small>23-May</small> Day 5	<small>25-May</small> Day 6	<small>30-May</small> Day 7	<small>1-Jun</small> Day 8		
		Time	Experience I	Circular Economies: Material and Process	Waste	Synthesis	Translation I: Sound and Image	Translation II: Space, spatial experience	Experience II		
8:00 - 8:50	check-in & student presentations	Course intro, present syllabus, assignments, grading, policies. Explaining topic, methods, formats, schedule, expectations, critique. The value of open-ended research. Present learning objectives, and what they will take away (how this course relates to other courses)	Check in: what are you experiencing today? Watch & Listen: Students 'digital experience' clips Lecture: Definition and conversation: experience, perception, immersion, senses	Homework: each student meets with Marcel for 10min and presents brainstorming and at least two collected materials or artifacts for final project (individ.)	Check-in Presentations of final project brainstorming; class assigns keywords, creating thematic affinities; classifying materials and ideas					Final Presentations DS225 class vote, visit DS225 or workshop time for final project.	
8:50 - 9:00 9:00 - 9:50	break lecture	Lecture: Time and the circular. Time-based digital media: Circular products as experience?	Lecture: film/video history in abstraction, sound art history, and immersion. Waste, obsolete, decayed		Lecture: Circular material economies for time-based digital media keywords: synthesizing, reusing, recycling, referencing, citing, appropriating						
9:50 - 10:20 10:20 - 11:10	break workshop	Assignment 1 / Part 1: Conduct academic research into digital media. Read Paul Hegarty, chapter 12 (Total Screen), and Cathy van Eck, chapter 1 (The True Nature of Microphones and Loudspeakers), excerpts. Close-reading, note-taking. Define digital media. See time-based	Lecture (continued)		Lecture (continued), with examples in video and sound						
11:10 - 11:20 11:20 - 12:10	break workshop	Assignment 1 / Part 2: Academic research: define 'waste', 'obsolete', 'decayed' for intangible materials in contrast to tangible materials (groups of 2) Each group posts their notes. Collection of key terms and definitions.	Tutorial: capturing an experience, recording and filming, image and sound. Camera and microphone techniques. Capturing as creating.		Assignment 3 / Part 1: make groups; distribute equipment; recording outside of campus, in walking distance from Gate 1: collect pre-existing sounds and images (groups of two)						
12:10 - 14:00	lunch break										
14:00 - 14:50	lecture / tutorial	Tutorial: Adobe Premiere + Adobe Audition	Assignment 2 / Part 1: capture an experience that relates to (intangible) 'waste', 'obsolete', 'decayed' somewhere on campus. Record sound, and record image (groups of two)		Assignment 3 / Part 1: (continue: recording outside of campus) Be back at 14:30 Transfer all media to computer until 14:50	Homework: TBA					Homework: each student submits final project including documentation online until Thursday, Jun 2nd, 23:59 (individ.)
14:50 - 15:00 15:00 - 15:50	break workshop / tutorial	Assignment 1 / Part 3: Create time. Arrange given media objects on a timeline in software (individually)			Tutorial: Remixing collected media in software: looping/repeating, slowing down/speeding up, copying/collaging/multiplying framing/selecting/cropping						
15:50 - 16:20 16:20 - 17:10	break workshop	Assignment 1 / Part 4: Present a 30sec media clip to the class, describe your process, define 'time' by describing your media clip. How is time informed by your footage, and how is it informed by your processes and editing?	Assignment 2 / Part 2: Put sound and image together without any further editing; create an experience that has no cuts and no other editing than matching sound and image (groups of two) Assignment 2 / Part 3: write "artist statement" and post it. While doing so, define through your artistic work what 'waste,' 'obsolete,' and 'decayed' is (individually)		Assignment 3 / Part 2: Classify and archive your materials (groups of two) Assignment 3 / Part 3: Remix the collected materials (individually)	Interim review, w/ guests (DS225 and faculty)			Lecture by guest speaker: Kyoka		
17:10 - 17:20 17:20 - 18:10	break student presentations & check-out	Watch & analyze: Ryoji Ikeda, The Transfinite (groups of two). What does the digital look like? What does the digital sound like? What is circular? What is time? What is material? What is process? Mini homework: bring a 1-3sec clip of something 'digital' that you experience to the next class. Check-out: what have you learned? Summary: what have we done? What are the learning objectives?	Assignment 2 / Part 3: Present a 30sec digital media product to the class (groups of two). Class discussion. Discuss 'experience' and 'experience of time' between material/footage and process/mediation. Introduce final project as well as interim review. (present assignment) Homework for next week: each student meets with Marcel for 10minutes and presents brainstorming and at least 2 collected materials/artifacts. Organize sign-up sheet. (individually) Check-out: what have you learned? Summary: what have we done, what are the learning objectives?		Assignment 3 / Part 4: Present a 30sec digital media product to the class (individually). Plan for Wednesday: interim review. Preparations. Check-out: what have you learned? How are you experiencing?	Interim review, w/ guests (DS225 and faculty)			Workshop with guest speaker: Kyoka		

Learning outcome:		Learning outcome:		Learning outcome:		Learning outcome:		Learning outcome:		Learning outcome:		Learning outcome:	
Assignment 1:	Assignment 2:	Assignment 3:	Assignment 4: Midterm Project	Assignment 5:	Assignment 6:	Assignment 7: Final Project Part 4 - Process	Assignment 7: Final Project Part 5 - Presentation	Assignment 7: Final Project Part 6 - Documentation					
LO 1 - Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.	LO 1 - Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.	LO 2 - Demonstrate understanding of 'circular economies' for time-based digital media, including the differences between synthesizing, reusing, recycling, referencing, citing, and appropriating.	LO 2 - Demonstrate understanding of 'circular economies' for time-based digital media, including the differences between synthesizing, reusing, recycling, referencing, citing, and appropriating.	LO 3 - Define the difference between material/footage and process/mediation in time-based digital media.	LO 3 - Define the difference between material/footage and process/mediation in time-based digital media.	LO 4 - Present research of techniques that 'translate' ideas between multiple intangible materials.	LO 4 - Present research of techniques that 'translate' ideas between multiple intangible materials.						
Assessment: Assignments 1-6 together form 'Projects' together 40% of final grade													
Assignment 7 Part 1		Assignment 7 Part 2		Assesment: Assignment 7, Parts 1-6 together form 'Final Project' together 50% of final grade		Assignment 7 Part 3	Assignment 7 Part 4	Assignment 7 Part 5	Assignment 7 Part 6				