

		Week 1 May 15		Week 2 May 16		Week 3 May 17		Week 4 May 18	
		Research: Brainstorming		Research: Conceptualizing		Producing: Synthesizing		Producing: Delivering	
		Day 1 Time	Day 2 Experience I	Day 3 Circular Economics: Material and Process	Day 4 Waste	Day 5 Synthesis	Day 6 Translation I: Sound and Image	Day 7 Translation II: Space, spatial experience	Day 8 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 Definition and conversation: experience, perception, immersion, senses			Today, what guest include Recycling in DS225 & 7 (B0m)			
8:50 - 9:00	break								
9:00 - 9:50	lecture	Lecture: Time and the circular. Time-based digital media: Circular products as experience?	Lecture: Timeless history in abstraction, sound art history, and immersion						
9:50 - 10:00	break								
10:20 - 11:10	workshop	Assignment 1 / Part 1: Conduct academic research into digital media. Read Paul Hegarty, chapter 11 (Total Screen), and Cathy van Eck, chapter 1 (The True Nature of Microphones and Loudspeakers), excerpts. Close-reading, note-taking. Define digital media, time, time-based, post notes (individually).	Watch & analyze: Shenzhen shopping mall. Suzi Analogue performance. Discuss experience, perception, immersion, senses. Post notes & definitions (groups of two)	Lecture: Immersion Watch: Shopping mall roaming. Analyze & discuss: experience, perception, immersion, senses. Post notes & definitions (groups of two)					
11:10 - 11:20	break								
11:20 - 12:10	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.	Read: Paul Hegarty, excerpt about Ryoji Ikeda. Ryoji Ikeda excerpt. Discuss what audio-visual is. Post notes and definitions (groups of two)						
12:10 - 14:40	lunch break								
14:00 - 14:50	lecture / tutorial	Tutorial: Adobe Premiere & Adobe Audition	Tutorial: capturing an experience, recording and firing, image and sound. Camera and microphone techniques. Capturing as existing.						
14:50 - 15:00	break								
15:00 - 15:50	workshop / tutorial	Assignment 1 / Part 3: Small experience: create time. Arrange given media objects on a timeline in software (individually)	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)	Homework: each student meets with Manco for 10min and presents brainstorming and at least two collected materials or artifacts for final project (individ.)					
15:50 - 16:00	break								
16:20 - 17:10	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 cut and no other editing than matching sound and image (groups of two) Assignment 2 / Part 3: write 'artist statement' and post it (individually)						
17:10 - 17:20	break								
17:20 - 18:10	student presentations & check-out	Watch & analyze: Ryoji Ikeda, The Translucide (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?	Assignment 2 / Part 3: Present a three digital media products 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)						
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Learning outcome:	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/facility and process/media in time-based digital media.	LO 3 - Define the difference between material/facility and process/media 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		Assessment: 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