		Wed	e k 1 ek 13	Week 2 Week 14					ek 3 ek 15		Week 4 Week 16		
		Research: Brainstorming		Research: Conceptualizing			Producing: Synthesizing			Producting: Delivering 30-May 1-Jun			
		Day 1 Time	Day 2 Experience I		Day 3 Circular Economies: 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	assignments, grading, policies. Explaing topic, methods, formats, schedule, expectations, critique. The value of open-ended research. Present learning objectives, and what they will take away (how this course	Check in: what are you experiencing today? Watch & Listen: Students 'digital experience' clips Lecture: Definition and conversation: experience, perception, immersion, senses	s	Presentations of final project brainstorming; class assigns keywords, creating thematic affinities; classifying materials and ideas	Check-in Student presentations: Assignment 3 Defining synthesis, reuse, recycling, referencing, citation, appropriation			Sound and Image		Space, Spanial experience		Г
8:50 - 9:00 9:00 - 9:50	break lecture		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	for something new. From digging/scraping to						Reserved for final project work or for a DS225 visit	l
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. Closereading, note-taking. Define digital media, time, time-based. post notes (individually).	Lecture (continued)		Lecture (continued) with examples in video and sound Tutorial: recording techniques: framing, selection, boundaries: making the process itself visible and audible	(re)mediation. Lecture: From scraping media-to- remediation Tutorial: How to "find" materials that we can use (vinyl sampling, internet sampling, found footage, web scraping, etc.) How to process/remediate found materials in software							
11:10 - 11:20 11:20 - 12:10	break workshop lunch break	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.	sound. Camera and microphone		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)	Assignment 4: Dig or scrape for digital "waste"; Create a 30sec experience using only the found "waste"; Contextualize your result with terms such as synthesis, reuse, recycling, referencing, citing, or appropriating; Brief playback of results							
12.10							Homework: each groups meets with						ш
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)	Homework: each student meets with Marcel for 10min and presents brainstorming and at least two collected	Assignment 3 / Part 1: (continue: recording outside of campus) Be back at 14:30 Transfer all media to computer until 14:50	Tutorial: Processing materials with Processing.org / P5.js "From vinyl sampling to digital art"	Marcel for 10min and presents a major project proposal (including concept notes, methods, topic,			Homework: <i>TBA</i>		Final Review at Block 16	Home each s submi pro inlou docume online Thursd
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)		materials or artifacts for final project (individ.)	Tutorial: Remixing collected media in software: looping/repeating, slowing down/speeding up, copying/collaging/multiplying framing/selecting/cropping	Group work toward final project: Prepare your presentation for the interim review and include at least 1 piece of media that processes a found material	academic research, catalog of materials, backgrounds and bios)						2nd, (indi
15:50 - 16:20 16:20 - 17:10	break workshop	define 'time' by describing your media clip. How is time informed by your footage, and how is it informed by your processes and	further editing; create an experience that has no cuts and) t	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		Lecture and workshop by guest artist: Annie Aries Analog synthesis Designing of sonic textures			Lecture and workshop by guest artist Kyoka		
17:10 - 17:20 17:20 - 18:10	break student presentations & check-out	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?	material/footage and process/mediation. Introduce final project as well as interrim review. (present assignment) Homework for next week: each student meets with Marcel for 10minutes and presents		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?							Travel back to campus	
			Check-out: what have you learned? Summary: what have we done, what are the learning chiectives			Check-out Introduce home-work							L
		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	Assigni Final Pr Part 6 - mentati
		'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based	LO 1 - Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.		media, including the differences between synthesizing, reusing,			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.	
					Assignments 1-6 to	ssment: gether form 'Projects' 6 of final grade							
				Assignment 7 Part 1		-	Assignment 7 Part 2		sement:	Assignment 7 Part 3	Assignment 7 Part 4	Assignment 7 Part 5	Assigr Pa