		Week 1 Week 13			Week 2 Week 14			Week 3				Veek 4 Week 16	
		Research: Brainstorming			Research: Conceptualizing				Synthesizing Synthesizing	thesizing		Producting: Delivering	
		9-May Day 1	11-May Day 2		16-May Day 3	18-May Day 4		23-May Day 5	25-May Day 6		30-May Day 7	1-Jun 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		Course intro, present syllabus, assignments, grading, policies.	Check in: what are you experiencing today?		Check-in	Check-in		Check-in: Survey!	Digital media analysis including:		group meetings with Marcel		
		Explaing topic, methods, formats, schedule, expectations, critique.	Watch & Listen:		Presentations of final project brainstorming; class assigns	Student presentations: Assignment 3		Students report on Final Project progress	- design process				
		The value of open-ended research. Present learning	Students 'digital experience' clips	8	keywords, creating thematic afiinities; classifying materials	Defining synthesis, reuse,		Students raise wishes on what	- concept versus realization				
		objectives, and what they will take away (how this course	Lecture: Definition and conversation: experience,		and ideas	recycling, referencing, citation, appropriation		skills they need for the remaining two weeks	- what to do when we're stuck				
		relates to other courses)	perception, immersion, senses			Install: Processing.org / P5.js		Install VCV Rack software	and uninspired?				
									- how to judge digital media: what is good and what is bad?				
									Or work on final project				
8:50 - 9:00 9:00 - 9:50	break lecture	Lecture:	Lecture:		Lecture:	Lecture:		Lecture:	Tutorial:		group meetings with Marcel		
		Time and the circular. Time-based digital media:	film/video history in abstraction, sound art history, and immersion		Circular material economies for time-based digital media	Circular material economies (found footage & sampling)		Sound synthesis as opposed to sampling; introduction to sound	(students' request)				
		Circular products as experience?	Waste, obsolete, decayed		keywords: synthesizing, reusing,	and the idea of medial "waste" and "obsolete" as raw material for something new. From		synthesis theory (incl. acoustics basics), history of analog	Processing images, Abstracting images,			Reserved for final project work	k
					recycling, referencing, citing, appropriating	digging/scraping to (re)mediation.		synthesis, implementation in analog and digital realms. Discuss difference material vs.	Creating abstract images Keywords: translational			for a DS225 visit	
						(,		process/mediation in sound synthesis	envisioning				
9:50 - 10:20	break								Or work on final project				
10:20 - 11:10	workshop	Assignment 1 / Part 1: Conduct academic research into	Lecture (continued)		Lecture (continued) with examples	Lecture: From scraping media to remediation		Lecture-Tutorial: Sound synthesis: implementation	Tutorial: (students' request)		Tutorial:		
		digital media. Read Paul Hegarty, chapter 12 (Total			in video and sound	Tutorial: How to "find" materials		of theory in software, examples in Processing and in VCV rack;	Processing: creating abstract		Image postproduction; Color correction;		
		Screen), and Cathy van Eck, chapter 1 (The True Nature of Microphones and			Tutorial: recording techniques: framing, selection, boundaries: making the process itself visible	that we can use (vinyl sampling, internet sampling, found footage, web scraping, etc.)		between coding sound and emulating the analog-physical	textures in image and sound; creating atmospheres; designing an experience that		final polish of video; creating a spatial experience; (Adobe Premiere)		
		Loudspeakers), excerpts. Close- reading, note-taking. Define			and audible	How to process/remediate found materials in software		world	changes over time		(100001101111010)		
		digital media, time, time-based. post notes (individually).							Or work on final project				
11:10 - 11:20 11:20 - 12:10	workshop	Assignment 1 / Part 2: Academic research: define	Tutorial:		Assignment 3 / Part 1:	Assignment 4: Dig or scrape for digital "waste";		Assignment 5:	Tutorial: (students' request)		Tutorial:		
		'waste', 'obsolete', 'decayed' for	capturing an experience, recording and filming, image and sound. Camera and microphone		make groups; distribute equipment; recording outside of campus, in	Dig or scrape for digital "waste"; Create a 30sec experience using only the found "waste";		Create one sound (in sound synthesis) that changes slowly over time. Then, choose one	(students' request) Game sound industry,		Audio postproduction; mixing + mastering;		
			techniques. Capturing as creating.		walking distance from Gate 1: collect pre-existing sounds and	Contextualize your result with terms such as synthesis, reuse,		image that changes slowly over time, and put the two	including creating sounds for games, designing sound effects,		creating space; creating spatial experiences		
		Collection of key terms and definitions.			images (groups of two)	recycling, referencing, citing, or appropriating;		coincidentally together with no further editing.	matching sounds with images, industry standards.		(Adobe Audition)		
						Brief playback of results		Before lunch: present result to					
12:10 - 14:00	lunch break							class (max 30 sec).	Or work on final project				
							Homework: each groups			Homework: Finish major			
14:00 - 14:50	lecture / tutorial	Tutorial:	Assignment 2 / Part 1: capture an	Homework: each student	Assignment 3 / Part 1:	Tutorial:	meets with Marcel for	Final project group work	Tutorial:	part of your final project; finish	Tutorial:	Final Review at Block 16	Home
		Adobe Premiere + Adobe Audition	experience that relates to (intangible) 'waste', 'obsolete',	meets with Marcel for	(continue: recording outside of campus)	Processing materials with Processing.org / P5.js	10min and presents a major project		(students' request)	recording and processing all	exporting & compression;		each : subm
			'decayed' somewhere on campus. Record sound, and	10min and presents	Be back at 14:30	"From vinyl sampling to digital	proposal (including		Rhtym and beat making in software, music production in	materials; start post production	image rations + formats;		pro inle
			record image (groups of two)	brainstorming and at least two collected	Transfer all media to computer until 14:50	art"	concept notes, methods, topic,		software	Meet with			docum onlir Thurse
				materials or artifacts for final			academic research, catalog of		Or work on final project	Marcel if necessary			2nd (inc
14:50 - 15:00 15:00 - 15:50	break workshop / tutorial	Assignment 1 / Part 3:		project (individ.)	Tutorial:	Group work toward final project:	materials, backgrounds	Final project group work	Digital media analysis	(meeting with Marcel is not mandatory this	Final project group work		
		Create time. Arrange given media objects on a timeline in			Remixing collected media in software:	Prepare your presentation for the interim review and include	and bios)		including:	time)			
		software (individually)			looping/repeating, slowing down/speeding up,	at least 1 piece of media that processes a found material			- design process				
					copying/collaging/multiplying framing/selecting/cropping				- concept versus realization - what to do when we're stuck				
									and uninspired?				
									- how to judge digital media: what is good and what is bad?				
15:50 - 16:20 16:20 - 17:10	break	Assignment 1 / Part 4:	Assignment 2 / Part 2: Put sound		Assignment 3 / Part 2:	Interim review w/ guests		Workshop by guest artist	Or work on final project Digital media analysis:		Lecture and workshop		
16.20 - 17.10	workshop		and image together without any further editing; create an		Classify and archive your materials (groups of two)	interim review w/ guests		Annie Aries: "Analog synthesis -	showing of Marcel's own art		by guest artist Kyoka		
			experience that has no cuts and					Designing sonic textures"	works.		7		
		by your footage, and how is it informed by your processes and	sound and image (groups of two)		Assignment 3 / Part 3: Remix the collected materials								
		editing?	Assignment 2 / Part 3: write "artis statement" and post it. While	t	(individually)								
			doing so, define through your artistic work what 'waste,' 'obsolete', and 'decayed' is						Or work on final project				
			(individually)										
	student presentations	Watch & analyze:	Assignment 2 / Part 3: Present a		Assignment 3 / Part 4: Present a				Check-in on all final projects;				
		Ryoji Ikeda, The Transfinite (groups of two).	30sec digital media product to the class (groups of two). Class discussion. Discuss 'experience'		30sec digital media product to the class (individually).				groups give a quick presentation with progress report and what they still need				
			and 'experience of time' between material/footage and		Plan for Wednesday: interim review. Preparations.				uley Sull fleed				
		What is material? What is process?	process/mediation.		Check-out: what have you								
			Introduce final project as well as interrim review. (present		learned? How are you experiencing?								
		clip of something 'digital' that you experience to the next class.										Travel back to campus	
		Check-out: what have you	Homework for next week: each student meets with Marcel for										
		learned? Summary: what have we done? What are the learning objectives?	10minutes and presents brainstorming and at least 2 collected materials/artifacts.										
		objectives.	Organize sign-up sheet. (individually)										
			Check-out: what have you			Ohanda ayd							
			learned? Summary: what have we done, what are the learning			Check-out Introduce home-work							
										_			
		Learning outcome:	Learning outcome:		Learning outcome:	Learning outcome:		Learning outcome:	Learning outcome:	4	Learning outcome:	Learning outcome:	
		Assignment 1	Assignment 2.		Assignment 2.	Assignment 4. Mide		Assignment E.	Accienmant C		Assignment 7: Final Project	Assignment 7: Final Project	Assign Final P
		Assignment 1:	Assignment 2:		Assignment 3:	Assignment 4: Midterm Project		Assignment 5:	Assignment 6:	1	Part 4 - Process	Part 5 - Presentation	Part 6 - mentat
		LO 1 - Describe 'waste,'	LO 1 - Describe 'waste,'		LO 2 - Demonstrate	LO 2 - Demonstrate		LO 3 - Define the difference	LO 3 - Define the difference-	1	LO 4 - Present research of	LO 4 - Present research of	
		'obsolete,' and 'decayed' for materials across media and	'obsolete,' and 'decayed' for materials across media and			understanding of 'circular economies' for time-based digita		between material/footage and process/mediation in time-based	petween material/feetage and process/mediation in time-based	1	techniques that 'translate' ideas between multiple intangible	between multiple intangible	S
		senses, in particular for intangible and time-based materials.	senses, in particular for intangible and time-based materials.		media, including the differences between synthesizing, reusing, recycling referencing citing and	between synthesizing, reusing,		digital media.	Jignal Media.	1	materials.	materials.	
					appropriating.	recycling, referencing, citing, and appropriating.				1			
					Assignments 1-5 to	esment: gether form 'Projects' of final grade				1			
				Assignment 7	togetiler 40%		Assignment 7	1		Assignment 7	Assignment 7	Assignment 7	Assig
				Part 1	I		Part 2			Part 3	Part 4	Part 5	P
								Asses	ssement:		·	•	