

		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		
		Day 1	Day 2		Day 3	Day 4		Day 5	Day 6		Day 7	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	Check-in Student presentations: Assignment 3 Defining synthesis, reuse, recycling, referencing, citation, appropriation Install: Processing.org / P5.js	Homework: TBA			Homework: TBA		Reserved for final project work or for a DS225 visit	
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	Lecture: Circular material economies (found footage & sampling) and the idea of digital/media "waste" and "obsolete" as raw material for something new. From digging/scraping to (re)mediation.							
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, 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	Tutorial: From scraping media to remediation: 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 Intro: Vinyl & Processing/P5.js							
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)	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							
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	(Brief playback of Assignment 4 results) Then: work in groups Final Project Prepare your presentations for the interim review							Final Review at Block 16
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	include in your presentation at least 1 piece of media that processes a found material							
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 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	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?						Travel back to campus		

Learning outcome:	Learning outcome:
Assignment 1: LO 1 - Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.	Assignment 2: LO 1 - Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.
Assessment: Assignments 1-6 together form 'Projects' together 40% of final grade	

Learning outcome:	Learning outcome:
Assignment 3: LO 2 - Demonstrate understanding of 'circular economies' for time-based digital media, including the differences between synthesizing, reusing, recycling, referencing, citing, and appropriating.	Assignment 4: Midterm Project LO 2 - Demonstrate understanding of 'circular economies' for time-based digital media, including the differences between synthesizing, reusing, recycling, referencing, citing, and appropriating.

Learning outcome:	Learning outcome:
Assignment 5: LO 3 - Define the difference between material/footage and process/mediation in time-based digital media.	Assignment 6: LO 3 - Define the difference between material/footage and process/mediation in time-based digital media.

Learning outcome:	Learning outcome:	Learning outcome:
Assignment 7: Final Project Part 4 - Process LO 4 - Present research of techniques that 'translate' ideas between multiple intangible materials.	Assignment 7: Final Project Part 5 - Presentation LO 4 - Present research of techniques that 'translate' ideas between multiple intangible materials.	Assignment 7: Final Project Part 6 - Documentation

Assignment 7 Part 1	Assignment 7 Part 2	Assignment 7 Part 3	Assignment 7 Part 4	Assignment 7 Part 5	Assignment 7 Part 6
Assesment: Assignment 7, Parts 1-6 together form 'Final Project' together 50% of final grade					