

		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>30-May</small> Day 1	<small>31-May</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 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.)			Homework: TBA	Today: visit guest lecture Recycling in DS225 ? (90min)		Homework: TBA		Final Presentations DS225 class vote, visit DS225 or workshop time for final project.	Homework: each student submits final project including documentation online until Thursday, Jun 2nd, 23:59 (individ.)
8:50 - 9:00	break												
9:00 - 9:50	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.										
9:50 - 10:20	break												
10:20 - 11:10	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).	Watch & analyze: - Shenzhen shopping mall - Suzi Analogue performance 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. Recap Ikeda excerpt. Discuss what 'audio-visual' is. Post notes and definitions (groups of two)										
12:10 - 14:00	lunch break												
14:00 - 14:50	lecture / tutorial	Tutorial: Adobe Premiere + Adobe Audition	Tutorial: capturing an experience, recording and filming, image and sound. Camera and microphone techniques. Capturing as creating.										
14:50 - 15:00	break												
15:00 - 15:50	workshop / tutorial	Assignment 1 / Part 3: 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)										
15:50 - 16:20	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 cuts and no other editing than matching sound and image (groups of two) Assignment 2 / Part 3: write "artist statement" and post it (individually)		Interim review. w/ guests (DS225 and faculty)			Lecture by guest speaker: Kyoka					
17:10 - 17:20	break												
17:20 - 18:10	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?		Interim review. w/ guests (DS225 and faculty)			Workshop with guest speaker: Kyoka	Travel back to campus				

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	
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.	
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