DS226 Circular Products: Experience | Marcel Sagesser | Spring 2022

		Week 1 Week 13		Week 2 Week 14		Week 3 Week 15		Week 4 Week 16	
		Research: Brainstorming		Research: Conceptualizing		Producing: Synthesizing		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	check-in & student presentations	Course intro, present syllabus, 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 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	Check-in Presentations of final project brainstorming; class assigns keywords, creating thematic afiinities; classifying materials and ideas	Check-in Student presentations: Assignment 3 Defining synthesis, reuse, recycling, referencing, citation, appropriation Install: Processing.org / P5.js	Check-in: Survey! Students report on Final Project progress Students raise wishes on what skills they need for the remaining two weeks Install VCV Rack software	Check-in	group meetings with Marcel	Reserved for final project work or for a DS225 visit
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. 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 medial "waste" and "obsolete" as raw material for something new. From digging/scraping to (re)mediation.	Lecture: Sound synthesis as opposed to sampling; introduction to sound synthesis theory (incl. acoustics basics), history of analog synthesis, implementation in analog and digital realms. Discuss difference material vs. process/mediation in sound synthesis	Lecture: Processing images, translating between images and sounds, parameter mapping, concepts of synchrony and asynchrony between different senses, the concept of "counterpoint" in experience creation Keyword: translation	group meetings with Marcel	
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).	Lecture (continued)	~~Lecture (continued) with examples in video and sound~~ ~~Tutorial: recording techniques: framing, selection, boundaries: making the process itself visible and audible~~	~~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~~	~~Lecture-Tutorial:~~ ~~Sound synthesis: implementation of theory in software, examples in Processing and in VCV rack: understand the differences between coding sound and emulating the analog-physical world~~	~~Lecture-Tutorial:~~ ~~Processing & VCV rack~~ ~~Representing translations graphically~~ ~~Keyword: translation~~	~~Lecture-Tutorial:~~ ~~Color correction and final polish of video: creating a spatial experience with images~~	
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.	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; Brief playback of results	Assignment 5: Create one sound (in sound synthesis) that changes slowly over time. Then, choose one image that changes slowly over time, and put the two coincidentally together with no further editing. Before lunch: present result to class (max 30 sec).	Assignment 6: Create an experimental, research-based graphical "storyboard" for a translation process in sound and image. As a part of your storyboard, reflect on the use of materials, and the use of processes. Present your result to the class.	~~Lecture-Tutorial:~~ ~~Mixing + Mastering and creating a spatial experience in sound~~	
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	Tutorial: Processing materials with Processing.org / P5.js "From vinyl sampling to digital art"	Final project group work	Tutorial 1 (student wishes)	Tutorial 3 (student wishes)	Final Review at Block 16
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)		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	Final project group work	Tutorial 2 (student wishes)	Tutorial 4 (student wishes)	
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. 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	Workshop by guest artist Annie Aries: "Analog synthesis - Designing sonic textures"	Final project group work	Lecture and workshop by guest artist 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 interrim 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?	Check-out Introduce home-work		Final project group work		Travel back to campus

Homework: *each student meets with Marcel for 10min and presents brainstorming and at least two collected materials or artifacts for final project (individ.)*

Homework: *each groups meets with Marcel for 10min and presents a major project proposal (including concept notes, methods, topic, academic research, catalog of materials, backgrounds and bios)*

Homework: *TBA*

Homework: *each student submits final project inlcuding documentation online until Thursday, Jun 2nd, 23:59 (individ.)*

Learning outcome:	**Learning outcome:**	**Learning outcome:**	**Learning outcome:**	**Learning outcome:**	**Learning outcome:**	**Learning outcome:**	**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.	**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.	**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.	**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**
Assessment: Assignments 1-6 together form 'Projects' together 40% of final grade									
Assignment 7 Part 1			Assignment 7 Part 2			Assignment 7 Part 3	Assignment 7 Part 4	Assignment 7 Part 5	Assignment 7 Part 6
Assessement: Assignment 7, Parts 1-6 together form 'Final Project' together 50% of final grade									