

INTEGRATED MEDIA COURSE DESCRIPTIONS

INTEGRATED MEDIA PROGRAM REQUIREMENTS

The Integrated Media Program is an additional concentration for graduate students whose technological explorations have taken them into areas outside their original discipline. The program is designed for students wanting to explore computer programming, interactive systems, the Internet, digital video and audio technologies as basic elements in their artwork. The goal of the Integrated Media Program is to combine art, science and technology within an interdisciplinary and collaborative structure as a basis for developing new creative strategies. In addition to attending workshops, classes and lectures, the students are encouraged to form collaborations and have the ability to work within a peer-to-peer and experiential learning environment. The program length is two or three years, matching the length of the student's metier.

The students in their first year are required to take one semester of any course offered by an IM faculty member and attend the IM Lecture series (IM 1006) in the Fall Semester. In the following year(s) they are required to take the IM Critique (IM 1005) in the Fall Semester and the IM Practicum (IM 1008) in Spring Semester. They are also encouraged to take courses offered by the IM faculty through the various schools.

While in the program all students are required to work on a specific Integrated Media project on a yearly basis.

Enrollment in all Integrated Media classes are limited to graduate students who have applied and been accepted to the IM program.

The core classes for Integrated Media are listed on the following pages.

INTEGRATED MEDIA CORE COURSES

IM1005	INTEGRATED MEDIA CRITIQUE	3	I
	Members of the faculty and fellow students participate in the Critique Class. Work is presented on a weekly basis with students and faculty providing feedback from a wide spectrum of experience and disciplines. This is a rigorous but supportive forum for considering technology-based methodologies, and discussing current trends and issues in the field. Each student will give a formal presentation of their work to be followed by extended discussion with the group. Required of second and third year IM students.		
IM1006	CONVERSATIONS ON DIGITAL CULTURE AND PRACTICE	3	I
	A series of seven talks given by visiting artists and writers from various disciplines in an informal setting designed to promote interaction with the students. Required of first year IM students.		
IM1007	INTEGRATED MEDIA SKILLS WORKSHOPS	3	I
	The IM workshops address the constant stream of new tools, techniques and technologies that might be of use to a digital artist. Topics include but are not limited to: networks, software, programming basics, operating systems, digital video editing, streaming media, interactive tools and new applications. Topics are based on need and will be scheduled accordingly. The IM faculty, visiting artists or fellow students will lead the workshops.		

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IM1008	INTEGRATED MEDIA PRACTICUM The students will meet with faculty on an individual or group basis to review work in progress. The meetings will be focused on reviewing the progress and direction of the student's IM project. Students and faculty will determine the schedule for meetings. Students may choose to meet with multiple faculty members to facilitate different points of view. At the end of the semester all work will be presented in the IM show. Required of second and third year IM students	3	II
IM1009	INTEGRATED MEDIA LOUNGE Over the course of the Spring Semester students will organize seven "Lounges." The students will meet in A116 to show work in progress , share creative strategies and practical experience. Open screenings, critiques, collaborations, planned and spontaneous events are encouraged.	3	II
IM900A&B	INTEGRATED MEDIA INDEPENDENT STUDY Under the direction of a specific IM faculty member, students pursue research and study defined at the beginning of each semester.	3	I,II

INTEGRATED MEDIA ELECTIVE COURSES

IM1011A	THE POWER OF THE LINE: PART A A Critical Studies, IM, Photo, Art, school wide (cross listed) course. Post-modern cybercultures have generated powerful new tools and spaces for artists (and others) to work, play and gather. These new sites foreground communication over representation, collaboration, impermanence, immediacy and performance over traditional object making. Mainstream and underground computer culture - hacking, software production, and performance, conceptual art and public art. Social and electronic networks are utilized for distribution, dissemination, creation of new alliances, direct communication and collaboration between geographically and politically dispersed groups of people. In this seminar we will investigate the possibilities, politics and problems of these new net spaces, historical precedents and future possibilities. May be taken for Grad Seminar (AP510) credit.	2	II
IM1011B	POWER OF THE LINE: PART B Post-modern cyberculture has generated powerful new tools and spaces for artists to work, play and gather. These new sites foreground communication over representation, impermanence, immediacy and performance over traditional object making and offer a range of alternative models of production, from hacking, to software and hardware production and deconstruction, to gaming, pranking and spamming. When information is (material) currency, and its distribution is horizontal rather than vertical, artists have more control over channels of communication, distribution, and promotion of their own work and can, in some instances be equal to a corporation or an institution. In this seminar, we will discuss the problems, politics and possibilities of these new net spaces and situations for artists.	2	II
IM1012	MEDIA THEORY This course will cover critical theories of mass media and twentieth and twenty first century technologies. We will read and discuss a variety of contemporary and historical essays including selections from the Frankfurt School, Walter Benjamin on photography and film, Bertolt on the radio, and a range of writings on new media and information technologies. * Limited to 15 by permission of instructor.	3	I

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CS113*	DIGITAL LANDSCAPES: SURVEYING THE ELECTRONIC FRONTIER This course takes a hands-on approach to understanding the Internet. Assignments and discussions will draw on current events and unresolved issues surrounding information technology. Assignments focus on integrating skills using multiple Internet protocols including: ftp, http, smtp, irc, gopher, and others. Using available software tools and library resources, students will take full advantage of the information the Internet makes available from around the world. Recommended for Integrated Media students.	2	I,II
F 510	INTERACTIVE & INTERNET MEDIA Introduction to interactive development tools and theories of new media. Recommended for both beginners and those with prior experience. An interactive boot camp, this course will progress rapidly through assignments of increasing power. Required for several advanced courses. * Permission of instructor required.	3	I
F 530	ADVANCED INTERACTIVE & INTERNET PRODUCTION WORKSHOP This course emphasizes production of unusual work through the use of Macromedia Director's lesser known features. Internet and "offscreen" interactive applications figure prominently. Students will use JavaScript to pass data between browsers, Lingo, and CGI Scripts. Topics include: video image capture and recognition, file I/O, and work with external devices. * Knowledge of Director and Lingo required. * Enrollment limited to 10 by permission of instructor.	3	I
MC416A&B	DIGITAL MEDIA 2 Advanced studies in the creation, implementation, and analysis of digital non-performance media including installations, web-based artforms, CD-ROM, etc.	2	I,II