

## INTEGRATED MEDIA COURSE DESCRIPTIONS

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### INTEGRATED MEDIA REQUIREMENTS

The Center for Integrated Media is an interdisciplinary, peer-to-peer experiential learning environment for those graduate students wishing to explore and critique computer programming, interactive systems, the Internet, digital video and digital audio technologies as part of their artwork. The Center is designed for students whose work has reached an advanced degree of development and who possess the desire to integrate multiple forms of media into new modes of expression.

The goal of the Center for Integrated Media is to combine art, science and technology within an interdisciplinary and collaborative structure as a basis for developing new creative strategies. These strategies can be seen as fostering unique technological methodologies as well as opening up critical dialogues between artists, scientists and writers on issues related to new forms of media.

Integrated Media invites visiting artists to the Center through the lecture series “*Conversations on Digital Culture and Practice*” and through the Integrated Media *Artist-in-Residency*. The artists participating in the residency visit the Center during the school year and produce a project in collaboration with students.

Members of the faculty participate in critiquing student work, giving feedback from a wide spectrum of experience and helping facilitate the production and planning of the student’s Integrated Media project. Workshops are also offered by the center to address the constant stream of new tools, techniques and technologies. Topics include but are not limited to: network topologies, new software and hardware, programming basics, operating systems, digital video production and editing, streaming media, interactive tools and new internet applications.

In their first year as a student in the Center, students are required to take one semester of any elective course offered by an IM faculty member (in the fall or spring semesters) and attend the lecture series “*Conversations on Digital Culture and Practice*” (in the fall semester.) In the following year(s) they are required to take the “*Integrated Media Critique*” (in the fall semester) and the “*Integrated Media Practicum and Lounge*” (in the spring semester.) They are also encouraged to take elective courses offered by the IM faculty through the various schools. Each year, IM students are required to work on a specific Integrated Media project. This project is developed within the Practicum and exhibited in the annual Integrated Media Show at the end of the spring semester.

The Integrated Media curriculum is listed on the following pages.

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### **INTEGRATED MEDIA COURSES**

<b>IM1005</b>	<b>INTEGRATED MEDIA CRITIQUE</b>	<b>3</b>	<b>I</b>
	<p>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.</p>		
<b>IM1006</b>	<b>CONVERSATIONS ON DIGITAL CULTURE AND PRACTICE</b>	<b>3</b>	<b>I</b>
	<p>A series of talks given by visiting artists, writers from various disciplines and members of the IM faculty in an informal setting designed to promote interaction with the students. Required of first year IM students.</p>		
<b>IM1007</b>	<b>INTEGRATED MEDIA SKILLS WORKSHOPS</b>	<b>3</b>	<b>II</b>
	<p>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.</p>		
<b>IM1008</b>	<b>INTEGRATED MEDIA PRACTICUM</b>	<b>1.5</b>	<b>II</b>
	<p>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</p>		
<b>IM1009</b>	<b>INTEGRATED MEDIA LOUNGE</b>	<b>1.5</b>	<b>II</b>
	<p>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.</p>		
<b>IM900A&amp;B</b>	<b>INTEGRATED MEDIA INDEPENDENT STUDY</b>	<b>3</b>	<b>I,II</b>
	<p>Under the direction of a specific IM faculty member, students pursue research and study defined at the beginning of each semester.</p>		

### **INTEGRATED MEDIA ELECTIVE COURSES**

<b>IM1011</b>	<b>PIRATES, HACKERS, FREE NETWORKS, AND THE CULTURE AND POLITICS OF THE COMMONS</b>	<b>2</b>	<b>II</b>
	<p>A Critical Studies, IM, Photography and Media Art, topics in Photography and Media History school wide (cross listed) course. A beginner's guide to open source and copyleft, the digital commons, the culture of peer to peer technologies, the gift economy, artists' games and software hacks and mods, free software, net art, and wireless freenets. We will study the social networks formed through the Internet, and their impact on art, culture, and politics. The class will take a</p>		

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close look at current debates and trends in and around network cultures. Currently this includes an examination of new restrictive technologies and laws, driven by fear and greed, equating openness with danger, and attempting to create scarcity out of abundance. Students will be introduced to countercultures of artists, activists, writers, programmers, and scholars working against these trends with a plethora of collaborate efforts. (see last years syllabus at <http://calarts.edu/~line>).

<b>AP310C</b>	<b>OLD-NEW-DIGITAL-NETWORK-PHOTO</b> A critique class for students to present and discuss and critique a cross section of media practices including photography and video installation digital and analog media, Internet, screen-based and flat work. The class is open to all students across the institute, however it is oriented towards 2 <sup>nd</sup> through 4 <sup>th</sup> year undergraduates & graduate students in Photography and Media, & Integrated Media students. The course fulfills an Undergraduate Critique requirement in the Photography & Media Program.	<b>2</b>	<b>I</b>
<b>AP320B</b>	<b>INTERVENTIONS</b> An IM, Photography and Media Art, school wide (cross listed) course. A practice class where students apply the strategies of the software hack and game “mods” (altering the existing code in a game engine to alter elements such as the look of the space, the gender of characters, or environment), as the latest iteration of the Situationists’ concept of “Detournment”, to the larger cultural arena – the gallery, the mall, the Internet, the museum, the city, the suburbs, or the streets, in turn, making art out of their interventions.	<b>2</b>	<b>II</b>
<b>CS570D</b>	<b>HISTORY OF VIDEO ART AND CONTEMPORARY DIGITAL FORMS</b> * See description in the School of Film/Video section. * Open to the Institute with permission of the instructor.	<b>3</b>	<b>II</b>
<b>CS650</b>	<b>ENGAGING THE PRESENT: WORKSHOP IN MEDIA AND SPECIAL EFFECTS</b> * See description in the School of Critical Studies section.	<b>2</b>	<b>I</b>
<b>F 430</b>	<b>VIDEO INSTALLATION</b> * See description in the School of Film/Video section. * Permission of instructor required.	<b>2</b>	<b>II</b>
<b>F 510</b>	<b>INTERACTIVE &amp; INTERNET MEDIA</b> * See description in the School of Film/Video section. * Permission of instructor required.	<b>3</b>	<b>I</b>
<b>F 520</b>	<b>SENSOR CINEMA</b> * See description in the School of Film/Video section.	<b>2</b>	<b>II</b>
<b>F 521</b>	<b>INTERMEDIATE INTERACTIVE/INTERNET</b> * See description in the School of Film/Video section.	<b>2</b>	<b>II</b>
<b>F 530</b>	<b>ADVANCED INTERACTIVE &amp; INTERNET PRODUCTION WORKSHOP</b> * See description in the School of Film/Video section. * Knowledge of Director and Lingo required. * Enrollment limited to 10 by permission of instructor.	<b>3</b>	<b>I</b>
<b>MC416A</b>	<b>DIGITAL MEDIA 2: ART &amp; TECHNICS – A SURVEY</b>	<b>2</b>	<b>I</b>

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\* See description in the School of Music section.

**MC416B**

**DIGITAL MEDIA 2: THE INTERACTEE**

**2**

**II**

\* See description in the School of Music section.