

## 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 CIM Artist-in-Residency program. The artists participating in the residency visit the Center during the school year and work on developing their work within a collaborative environment with CIM students. Students in the Center are required to take one semester of any elective course offered by a CIM faculty member (in the fall or spring semesters), attend the lecture series “Conversations on Digital Culture and Practice” (in the fall semester) and the “Integrated Media Critique” (in the spring semester.) They are also encouraged to take additional elective courses offered by the IM faculty through the various schools.

Each year, CIM students are required to work on a specific Integrated Media project. This project is developed with advisement provided by the CIM faculty during the spring and fall semesters and exhibited in the annual Integrated Media Show at the end of the spring semester.

Members of the faculty participate in reviewing 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.

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> 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.	<b>3</b>	<b>II</b>
<b>IM1006</b>	<b>CONVERSATIONS ON DIGITAL CULTURE AND PRACTICE</b> 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.	<b>2</b>	<b>I</b>
<b>IM1007</b>	<b>INTEGRATED MEDIA SKILLS WORKSHOPS</b> 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.	<b>1</b>	<b>I</b>
<b>IM1008A&amp;B</b>	<b>INTEGRATED MEDIA PRACTICUM</b> 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	<b>1.5</b>	<b>I,II</b>
<b>IM900A&amp;B</b>	<b>INTEGRATED MEDIA INDEPENDENT STUDY</b> Under the direction of a specific IM faculty member, students pursue research and study defined at the beginning of each semester.	<b>1-4</b>	<b>I,II</b>

### **INTEGRATED MEDIA ELECTIVE COURSES**

<b>CS215</b>	<b>SWEET FRUIT OF CYBERNETICS: SMART MOBS, SOCIAL NETS, AND FOLKSONOMICS</b> * See description in the School of Critical Studies section.	<b>2</b>	<b>II</b>
<b>CS316</b>	<b>LIVING THROUGH SYSTEMS: OUR TECHNOLOGICAL SKIN</b> * See description in the School of Critical Studies section.	<b>2</b>	<b>I</b>
<b>CS354</b>	<b>THE HISTORY OF SIMULATION AND INTERACTIVE MEDIA</b> * See description in the School of Critical Studies section.	<b>2</b>	<b>I</b>

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<b>CS570D</b>	<b>HISTORY OF VIDEO ART AND CONTEMPORARY DIGITAL FORMS</b> * See description in the School of Film/Video section.	<b>3</b>	<b>II</b>
<b>CS650B</b>	<b>MFA SPECIAL TOPICS: PARALLEL WORLDS: FICTION &amp; IMAGINARY FUTURES, 1850-PRESENT</b> * See description in the School of Critical Studies section.	<b>2</b>	<b>II</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>INTERACTIVE 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>TBA</b>
<b>MC416A</b>	<b>ART &amp; TECHNICS</b> * See description in the School of Music section.	<b>3</b>	<b>I</b>
<b>MC416B</b>	<b>MEDIA STRATEGIES: RULES AND SPACE</b> * See description in the School of Music section.	<b>2</b>	<b>II</b>