

## Integrated Media

MFA programs at CaArts offer students the opportunity to participate in the [Center for Integrated Media \(CIM\)](#), a supplemental concentration of classes and workshops for students who wish to combine work in their primary areas of study, with explorations in interdisciplinary, digital media and interactivity.

Course Code	Course Name	Semesters Offered
CSCS354	<a href="#">The History of Simulation and Interactive Media</a>	I
CSCS552	<a href="#">Parallel Worlds: Fiction &amp; Imaginary Futures, 1850-Present</a>	I
CSCW521	<a href="#">Memory, Media and the City</a>	II
F 430	<a href="#">Video Installation: Speaking to the Mind in the Language of the Body</a>	II
FE610	<a href="#">Interactive &amp; Internet Media: 3DCG Imagery (in conjunction with Integrated Media)</a>	I
FE620	<a href="#">Interactive Cinema/The Feral Edit</a>	Not planned for this academic year
FE621	<a href="#">Intermediate Interactive: 3DCG and Projects</a>	Not planned for this academic year
IM1000	<a href="#">Research and Practice: A Technology, Media and Culture Seminar</a>	II
IM1005	<a href="#">Integrated Media Studio/Critique</a>	Not planned for this academic year
IM1006	<a href="#">Conversations on Media Culture and Practice</a>	I
IM1007A	<a href="#">Integrated Media Studio - DIT (Do It Together)</a>	I, II
IM1014	<a href="#">Contexts for Interaction, Performance and Play</a>	I
IM1015	<a href="#">Design Research Group: Social Media and Performance</a>	I, II
IM1016	<a href="#">SoundGameSpace</a>	II
IM1017	<a href="#">Sound as Object: Adventures in Media, Space and Sound</a>	Not planned for this academic year
IM1019	<a href="#">OSS: Open Source Studio</a>	I

IM900      [Grad Ind Study: Integrated Media](#)      I, II

MC617      [Media Strategies: Rules and Space](#)      II

## CSCS354: The History of Simulation and Interactive Media

2 units / Semester: I

In this course we will focus on the social history of fantasies that have been built in real space, and the narratives they deliver, choosing examples from theater, film, urban planning, theme parks, world's fairs, malls, animation, live-action cinema, video, electronic games and virtual reality gimmicks, including the literature of cyberpunk and cyberspace.

Recommended for Integrated Media students.

\* Open to the Institute.

Discipline(s): [School of Critical Studies](#), [Integrated Media](#)

## CSCS552: Parallel Worlds: Fiction & Imaginary Futures, 1850-Present

2 units / Semester: I

A workshop and discussion class on how to use tools broadly related to science fiction: parallel worlds, myopias, grotesquerie, steam punk, the boy as machine, engineering of memory and identity, electricity and the x-ray, etc. A journey through the 'misremembering of the future,' not only in science fiction, but also in 'utopian' literature, urban planning, caricature, animation, cinema, industrial design, entertainment; in architecture, in social movements, in painting, theater; digital media. From 1850 onward, the impulse to grasp an imaginary twentieth century was particularly fierce and complex. This contrasts oddly with our century. The culture of 'imaginary futures' has taken a very unusual turn since the collapse of postmodernism, essentially after 1989, more about a hollowing out of identity, about a horizontal mapping of globalization. Recommended for Integrated Media students.

Recommended for Integrated Media students.

\* Open to the Institute.

Discipline(s): [School of Critical Studies](#), [Integrated Media](#)

## CSCW521: Memory, Media and the City

2 units / Semester: II

After five weeks studying memory theory and its relationship to literature and cinema, students develop their own stories, or film scripts, essays, plays, installations where the subtleties of memory (and forgetting) are essential. For example, we will study techniques for 'unreliable narrators,' or how the ambient, expressionist setting is developed, various tricks for interviewing, researching, cannibalizing from the newspaper or from one's own diary entries, building drafts where the ironies of memory are essential.

Open to all MA, MFA, IM and BFA students by permission of instructor.

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\* Permission of instructor required. [nklein@calarts.edu](mailto:nklein@calarts.edu)

\* Open to the Institute.

Discipline(s): [School of Critical Studies](#), [Integrated Media](#)

## F 430: Video Installation: Speaking to the Mind in the Language of the Body

2 units / Semester: II

The objectives of this course are to learn how to work with the moving image and sound in space, and translate ideas from cerebral content to kinesthetic insight and back again. We will contemplate the essential component of video (time), the definitive condition of installation (space), the here-and-nowness of video installation, and experiment with the creating kinesthetic insight and sensation through scale, and the juxtaposition of image and sound. We will study concepts of perception, sensation, space, and duration, and apply it to editing, content, and form. Beginning with an overview of the history and unique properties of video /film installation, the projected image, and multi channel works, we will integrate visceral experience with conceptual content. There are screenings and presentations, reading assignments with written responses, video installation experiments, and each student will produce one sustained installation. Students will learn how to write and present proposals for video projects.

- \* Open to Institute with priority given to graduate and Integrated Media students.
- \* Permission of instructor required.
- \* Cross disciplinary class.
- \* Open to the Institute.

Discipline(s): [School of Film/Video](#), [Integrated Media](#)

## FE610: Interactive & Internet Media: 3DCG Imagery (in conjunction with Integrated Media

3 units / Semester: I

An interactive boot camp, this course provides a foundation for interactive media installation, creation of art-games, and performance. Students will gain experience using Unity3D, a game engine, for creation of interactive environment, No prior programming experience is required. We will look at installation in diverse contexts, including as a kind of 21st Century cabinet of wonder. Introduction to interactive development tools and theories of new media.

- \* No prerequisite.
- \* Permission of instructor required.
- \* Cross disciplinary class.
- \* Open to the Institute.

Discipline(s): [School of Film/Video](#), [Integrated Media](#)

## FE620: Interactive Cinema/The Feral Edit

3 units / Semester: Not planned for this academic year

How can a film, animation, or installation look very different? How can it function differently? Using unusual techniques and creating new approaches to interactive film, media, and animation, we will look at and generate film edits from a body-centric approach. When is the process of editing so odd that it is not considered editing, but something else? Very different edits, and thus, different content will result from a deep reexamination and brainstorming of what-editing-can-be within live action and animated filmmaking and installation. Tools used will include the top level retiming facility from Foundry Furnace, optical flow and DIY editing frameworks. We will explore muscular reshooting techniques, combining projection and live action. What you make will be different than what you've made before. You can use your own footage, found footage, or newly generated footage. Short experiments will result in a serious, intentional project.

- \* Permission of instructor required.
- \* Open to the Institute.

Discipline(s): [School of Film/Video](#), [Integrated Media](#)

## FE621: Intermediate Interactive: 3DCG and Projects

2 units / Semester: Not planned for this academic year

This semester, we will take a workshop approach, in which students complete work of their choosing in a workshop environment. Work may be installations, art games, performances with cinematic or other elements, event-based work, or film or animation. Emphasis will be on a single project to be completed by the end of spring semester. Previous experience in 3DCG or interactivity helpful but not required.

- \* No Prerequisite.
- \* Permission of instructor required.
- \* Open to the Institute.

Discipline(s): [School of Film/Video](#), [Integrated Media](#)

## IM1000: Research and Practice: A Technology, Media and Culture Seminar

3 units / Semester: II

This seminar is an advanced graduate seminar focusing on topics in history and theory with in-depth analysis and discussion of critical issues inherent in the use of technology in art practice, interdisciplinary collaboration, performance dissemination and display of work with multiple forms of media. Readings will be used to address the history of interdisciplinary, interactive work and the developments in many fields that have led to the present state of the art. We will be reviewing works by artists that lectures in the 'Conversations on Technology, Media and Practice' class, in addition to texts that provide an insight to recent media theory and global networked culture.

- \* Required of all CIM students for one semester
- \* Cross Listed with the Program in Art and Technology

Discipline(s): [Integrated Media](#)

## IM1005: Integrated Media Studio/Critique

3 units / Semester: Not planned for this academic year

Members of the CIM faculty and fellow students participate in the Integrated Media Studio & Critique. In the fall semester, the students work with the faculty to develop an Integrated Media project. Each week in the spring semester, one student or collaborative team gives a formal presentation of their Integrated Media project to be followed by an extended discussion with their peers and faculty. This is a rigorous but supportive forum for considering technology-based artworks, and discussing current trends and issues in the field of new media. There will also be opportunities for hands-on workshops and demonstrations of new technology and new media during the fall semester.

Discipline(s): [Integrated Media](#)

## IM1006: Conversations on Media Culture and Practice

3 units / Semester: I

An overview of the history of art and technology and a series of talks given by visiting artists and writers from various disciplines. The class is designed to promote interaction and dialogue with students around issues of technology, artistic practice and media culture.

- \* Limited to Integrated Media students.
- \* Required of all Integrated Media students.
- \* May be repeated for credit.

Discipline(s): [Integrated Media](#)

## IM1007A: Integrated Media Studio - DIT (Do It Together)

3 units / Semester: I, II

The workshop is an interdisciplinary workshop open to CIM students who are interested in working collaboratively on their Integrated Media project. The workshop will address research, conceptualization, prototyping, new techniques, current digital technologies and collaborative production methods.

\* Permission of the instructor. Integrated Media students given priority.

\* Permission of instructor required.

Discipline(s): [School of Art](#), [Integrated Media](#)

## IM1014: Contexts for Interaction, Performance and Play

2 units / Semester: I

This workshop will examine the issues of live art, interactivity and recorded performance within a critical and technical context. We will discuss performance and its development in various related forms of time based media and new technologies. Presentation of live events, concerts, readings, actions, interventions and installations can be considered for combination with media and technology. Throughout the semester we will explore the available tools and techniques for creating, playing, manipulating and interacting with media in real-time. We will examine both the practical and conceptual implications of integrating media into performative and other live environments. We will view documentation of completed media/ performance project and dissect their creative and technical methodologies. During the course of the workshop we will produce a collaborative project based on a strategy of a visual, sonic, and interactive hybridity. We will perform the project in the CIM work space in December.

Integrated Media students given priority.

\* Permission of instructor required.

Discipline(s): [Integrated Media](#)

## IM1015: Design Research Group: Social Media and Performance

2 units / Semester: I, II

The Design/Research Group (D/RG ) is an Integrated Media research workshop that explores interdisciplinary issues of media, performance and interactivity through a combination of artistic production, critical discourse and creative research. The workshop's research subject will change each year to enable the group to consider the most current performative aspects of social media.

In the fall 2012 semester, the D/RG will be looking at social media networks (Facebook, YouTube, Twitter, etc.) as platforms for performance-based narrative.

How do networked and distributed dramaturgies re-map the creative process?

How can networked performances engage local and remote participants?

How do the very concepts of narrative and performance mutate when situated online? This year's Design/Research Group (D/RG) will investigate social media and performance by researching these questions and experimenting with new media based models of performance that primarily exists in the 'cloud.'

([http://en.wikipedia.org/wiki/Cloud\\_computing](http://en.wikipedia.org/wiki/Cloud_computing))

Unlike a typical workshop, lecture or studio based class, D/RG: Social Media and Performance will be structured as an artist research collective. Research will be student driven and practice based. Students will also be expected to generate and post weekly content using social media tools. At the end of the semester the class will co-author and publish a research paper and present a performance

lecture on the course activities.

\* Permission of instructor required.

Discipline(s): [Integrated Media](#)

## IM1016: SoundGameSpace

2 units / Semester: II

SoundGameSpace is a CIM workshop designed to use strategies of gaming and play theory to investigate interactive sound, movement and the body in public space. The workshop will review and research traditional forms of public art, public play space and site specific narrative. There will be an emphasis on examining the loss of public space due to the extensive growth of private space in our urban and suburban environments. Virtual social spaces will also be examined as a contrast to the physical environment and the social and political issues that arise around the conditions that determine our definitions of the public sphere. We will develop our responses through readings, discussions and through the production of multiple sketch games during the course of the semester. We will also collaborate on a final game project for exhibition in May.

\* cross listed with the Program in Art and Technology

\* Permission of instructor required.

Discipline(s): [School of Art](#), [Integrated Media](#)

## IM1017: Sound as Object: Adventures in Media, Space and Sound

2 units / Semester: Not planned for this academic year

An Integrated Media research and production oriented workshop leading to a collective interactive environment, using experience, performance, text and sound as our material.

Contemporary neuroscientific studies, presented in venues ranging from peer-reviewed journals on down to Cosmopolitan magazine bombard us with curious tales of deep connections between mental and physical logics. How are concrete and virtual cultures forming your logic by co-forming your posture, your movements and your stillness? And, as physical computing increasingly embeds itself in our daily activities, what buried physical logics is technology imposing on our minds and bodies?

This workshop can be thought of as a think-tank focused on questions and speculations about 'physical thinking'. We will exorcise, exercise and mess with some of the ghosts driving our logic machines. We will make one or more collective projects, so please introduce us to your related readings, concerns, projects and skills and we will see what we can make together. There will be an opportunity to incorporate interactive sound features in the resulting environment/s, object/s and/or performance/s we construct. This workshop will focus on concrete experiences and interactions, more than purely virtual or screenal environments.

\* Cross-listed with Art and Technology.

\* Permission of instructor required.

Discipline(s): [School of Art](#), [Integrated Media](#)

## IM1019: OSS: Open Source Studio

2 units / Semester: I

Open Source Studio (OSS) is a graduate level, 2 unit, Integrated Media course that involves the investigation of emerging paradigms in media art, performance and installation that engage live media from a distance and through the Internet.

Students will create individual and collaborative projects that involve hybrid spatial and temporal forms that join physical

and virtual space, the synchronous integration of the local and remote. Students will explore strategies and techniques that incorporate such technological areas as: distributed performance, networked installation, cloud theater, social media, video conferencing, media streaming, mobile devices, etc. There will be an historical overview and survey of telematic art dating back to the 1970s through an intensive study of seminal performance and installation projects by pioneering and contemporary media artists that employ satellite, broadcast and various forms of communications technologies. Visiting artists will remotely present their work and provide critique using a variety of communications techniques developed specifically for the course. The objective of the course is to investigate and research critical concepts and fundamental artistic concerns inherent in distributed media through readings, lectures, and the critique of related artworks, and apply these concepts to the creation of new work and research. There will be a live broadcasted exhibition at the end of the semester.

\* Cross-listed with Art & Technology.

Discipline(s): [School of Art](#), [Integrated Media](#)

## IM900: Grad Ind Study: Integrated Media

3 units / Semester: I, II

Under the direction of a specific IM faculty member, students pursue research and study defined at the beginning of each semester.

\* Variable credit.

\* Contract required.

Discipline(s): [Integrated Media](#)

## MC617: Media Strategies: Rules and Space

2 units / Semester: II

This class will focus on perceiving and using space, representing dynamics in space, and getting a feel for how rules effect spatial dynamics. Class meetings are often held outside, weather permitting. The class requires whole-hearted, often physical participation.

\* Cross disciplinary class.

\* Open to the Institute.

Discipline(s): [The Herb Alpert School of Music at CalArts](#), [Integrated Media](#)

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