

The Center for Integrated Media Requirements

The Center for Integrated Media (CIM) is an interdisciplinary, peer-to-peer, project-based learning environment for qualified graduate students wanting to explore and critique: multi-media performance, electronics, interactive systems, immersion, non-linear narrative and the Internet as part of their creative practice. The Center is a supplemental concentration of events; social interactions and workshops designed for students whose work has reached an advanced degree of development and who possess the media literacy to integrate multiple forms of media into new modes of expression. The Center for Integrated Media is taken in addition to the student's métier requirements.

The goal of the Center for Integrated Media is to promote creative experimentation and risk taking through the production of an interdisciplinary media based project, produced in the Studio and Critique classes. The Studio and Critique classes are open and supportive studio environments. They are a place for connecting with colleagues from the various schools within CalArts, enabling the development of a common creative vocabulary that moves beyond the established boundaries of one's discipline. The Studio and Critique classes are required of all students enrolled in the concentration.

The Center for Integrated Media invites visiting artists to the Center through the seminar series "Conversations on Technology, Culture and Practice" and through the Integrated Media Artist-in-Residency. MFA1 CIM students are required to attend the "Conversations on Technology, Culture and Practice."

The students are also encouraged to take additional elective courses offered by the CIM faculty through the various schools. At least one CIM elective is required per year.

Members of the faculty are available to the students on an individual basis for independent study, critiquing work, giving feedback from a wide spectrum of experience and helping facilitate the production and planning of their Studio and Critique project.

Workshops are also offered by the Center to address the constant stream of new hybrid production methods and digital technologies. Topics include but are not limited to: gaming, interactivity, performance, narrativity, circuit bending, programming basics, digital sound and video production and new Internet applications.

Applications to the Center are processed through the student's metier. The entire Integrated Media core faculty reviews the applications and portfolios of each applicant during the admission process of the metier. Each student is also required to provide an Artist Statement that explains the basis of their work, details their experience working with new forms of media and expresses their interest in the Center for Integrated Media at CalArts.

IM Learning Goals

Over their course of study, Center for Integrated Media students will learn to:

- Actualize the complex dialectic between an interdisciplinary creative process and multiple forms of experimental media;
- Produce an individual or collaborative project that incorporates research as a working method and component for actualization;
- Present their projects and articulate the results of their research through an exchange of dialogue with their peers;
- Conceptualize, plan and execute sophisticated projects that articulate a distinct vision using a broad range of media, technology and interactive skills;
- Think critically and communicate persuasively about the larger social, political and aesthetic possibilities inherent in media and culture.

Integrated Media Courses

IM1005 Integrated Media Studio & Critique

3 units / Semester I, II

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. Required of all CIM students.

IM1006 Conversations on Technology Culture and Practice

3 units / Semester I

In the class, Conversations on Technology, Culture and Practice, we will review the history of technology and electronics as a means for creating and understanding the multidisciplinary art practices of the 20th and 21st Centuries. Through the use of interactive lectures we will examine visual, sound and performance work from the 18th Century through to the 21st Century. Dada, the Futurists, the Situationists and Fluxus art movements will be discussed in relation to the emergent practices of Net Art, Object-based media and the divergent forms of Participatory Culture. The conversations will be augmented with visiting artists currently working at the intersections of art and technology.

* Cross listed with the Program in Art and Technology AT520

IM1007 Integrated Media Skills Workshop-DIT (Do it Together) *

1 unit / Semester I, II

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

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

IM1014: Contexts for Interaction, Performance and Play

3 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.

IM1016: Sound/Game/Public/Space

2 units /Semester II

SoundGamePublicSpace 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 nar-

ative. 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.

IM900 Integrated Media Independent Study

1-4 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.

Integrated Media Elective Courses

CSCS354 The History of Simulation and Interactive Media

2 units / Semester I

- See description in the School of Critical Studies section.

F 430 Video: Exhibition & Laboratory

2 units / Semester I

- See description in the School of Film/Video section.
- Permission of instructor required.

FE520 Alternative Approaches in 3D CG Animation

3 units / Semester II

- See description in the School of Film/Video section.

FE523 Interactive Video with Max/MSP/Jitter

3 units / Not planned for this academic year

- See description in the School of Film/Video section.

FE610 Interactive & Internet Media

(offered by the Film School in conjunction with Integrated Media)

3 units / Not planned for this academic year

- See description in the School of Film/Video section.

FE620 Interactive Cinema/The Feral Edit

(offered by the Film School in conjunction with Integrated Media)

3 units / Semester I

- See description in the School of Film/Video section

FE621 Intermediate Interactive: Media and Performance

(offered by the Film School in conjunction with Integrated Media) (formerly F 521)

2 units / Semester II

- See description in the School of Film/Video section

MC617 Media Strategies: Rules and Space

2 units / Semester II

- See description in the School of Music section.

MC618 Media Theory: the Interactee

3 units / Semester I

- See description in the School of Music section.