

## Integrated Media Requirements

The Center for Integrated Media is an interdisciplinary, peer-to-peer, integrated-learning environment for those graduate students wanting to explore and critique computer programming, interactive systems, the Internet, digital video and digital audio technologies as part of their cultural practice. 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 project based 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 seminar series *“Conversations on Media Culture and Practice”* and through the Integrated Media Artist-in-Residency.

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 CIM Design and Research Group is offered as a year long workshop in electronic tool making and community building (in the creation of technology-based artworks.)

Artists using computer hardware and software as part of their practice are often faced with systems that have been created without art making as the primary goal. Conversely, programmers who create media tools may not be familiar with the theoretical and practical issues that are important for media artists. Participants in the CIM Design/Research Group explore different ways to bridge this gap.

The students in the Center are required to take the *“Integrated Media Project and Critique”* (in the fall and spring semesters), one semester of any elective course offered by a CIM faculty member (in the fall or spring semesters) and attend the seminar series *“Conversations on Media Culture and Practice”* (in the fall semester.)

Members of the faculty and the visiting artists participates in critiquing student work, giving feedback from a wide spectrum of experience and helping facilitate the production and planning of the students Integrated Media project.

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.

## Integrated Media Courses

### IM1005 Integrated Media Project & Critique

3 units / Semester II

Members of the faculty and fellow students participate in the Project & 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 project to be followed by extended discussion with the group. Required of all CIM students.

### IM1006 Conversations on Media Culture and Practice

2 units / Semester I

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.

### IM1007 Integrated Media Skills Workshops

1 units / Semester 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.

### IM1014 Contexts for Interaction: the Internet

3 units / Semester II

What is interactivity in the web-based context? A mouseclick, blogging, flames sent to a mailing list, filling out and submitting a form, a Myspace friend recommendation, data mining, JavaScript tricks, Googling, hacking a webpage, hacking Google, messing about with databases, playing games, autonomous computer programs responding to real-time inputs, using a shopping-cart? Who or what is involved in this interaction—human-to-human, human-to-index, human-to-database, or computer-to-computer? In a technological context such as the internet, where does the human factor come into play, or is it even necessary? When a person uses a computer to interact, what can this mean, and how does it impact human-to-human interactions? In the increasingly privatized and commercialized space of the internet, what does it mean to make art on the internet? In this workshop we will work to create a web-based project that explores the nature of interactivity specifically within the Internet context, and through different strategies of collective or individual authorship. The project's structure will be a collection of interactive web-based projects that will be student-generated. The projects may or may not relate to each other technically, but will be networked by a common theme. For example, if the trope of the Internet as a free and democratic space were selected as our "theme", each project could explore that idea, and would be linked to the other projects via a common portal. Projects could also interact with each other. Students may choose to work collaboratively or individually on their projects. General technical skills needed for the project will be learned as needed, or gathered from the skills already present in the group. As a result, folks with little to no technical background, as well as the tech-savvy, are encouraged to join in.

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

### **IM1015 CIM Design/Research Group**

3 units / Semester I, II

A Workshop in Tool Making and Community Building (in the creation of technology-based artworks) Artists using computer hardware and software as part of their creative practice are often faced with systems that have been created without art making as a primary goal. Conversely, the programmers who create media tools may not be familiar with the theoretical and practical issues that are important for new media artists. Participants in the CIM Design/Research Group will explore ways to bridge this gap. In the course of the fall and spring semester, we will:

- Research the available software systems useful to artist working with computers,
- Present the results of this research to other Center for Integrated Media students, developing an Internet-based catalog of instruction and software tools; and
- Based on the needs of the Center for Integrated Media students, develop new software, making it available to artists at large using Open Source development, licensing and distribution methods.

Content will be available through Creative Commons. Students without programming experience will participate in the design process to develop an understanding of how software is created. Participants will work collaboratively to decide on priorities for research and development. The group will meet once a week in A116 and will be led by CIM Visiting Artist Andy Kopra.

### **IM900A&B 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**

### **AG465 Computational Concepts**

2 units / Semester II

\* See description in the School of Art section.

### **AP364 Interventions**

2 units / Semester II

\* See description in the School of Art section.

### **CS316 Living Through Systems: Our Technological Skin**

2 units / Semester II

\* See description in the School of Critical Studies section.

### **CS354 The History of Simulation and Interactive Media**

2 units / Semester I

\* See description in the School of Critical Studies section.

### **CS411 Videogame Workshop**

2 units / Semester II

\* See description in the School of Critical Studies section.

### **CS552 Parallel Worlds: Fiction & Maginary Futures, 1850–Present**

2 units / Semester II

\* See description in the School of Critical Studies section.

**CS570D History Of Video Art And Contemporary Digital Forms**

3 units / Semester II

\* See description in the School of Film/Video section.

**CS650B MFA Special Topics: Parallel Worlds: Fiction & Imaginary Futures, 1850–Present**

2 units / Semester II

\* See description in the School of Critical Studies section.

**F 430 Video Installation**

2 units / Semester II

\* See description in the School of Film/Video section.

\* Permission of instructor required.

**F 510 Interactive & Internet Media**

3 units / Semester I

\* See description in the School of Film/Video section.

\* Permission of instructor required.

**F 520 Interactive Cinema**

2 units / Semester II

\* See description in the School of Film/Video section.

**F 521 Intermediate Interactive/Internet**

2 units / Semester II

\* See description in the School of Film/Video section.

**F 530 Advanced Interactive & Internet Production Workshop**

3 units / Semester TBA

\* See description in the School of Film/Video section.

\* Knowledge of Director and Lingo required.

\* Enrollment limited to 10 by permission of instructor.

**MC416A Media Theory: The Interactee**

3 units / Semester I

\* See description in the School of Music section.

**MC416B Media Strategies: Rules and Space**

2 units / Semester II

\* See description in the School of Music section.