

Course Schedule*

Readings and tutorials below should be completed before class on the day they appear in the schedule (ideally by noon the day before).

Week	Topic	M	W
Week 1 Aug 27–29	Introduction, Computing principles, What is New Media?	Introduction(s) <ul style="list-style-type: none"> • Review syllabus, sequence • About me • Class Blog • Digital vs. New vs. Electronic (Media) Watch: <ul style="list-style-type: none"> • John Maeda on Adobe Museum (part 1) • Graphic Design—Now in Production tour w/Ellen Lupton • Daniel Shiffman on Processing (4:17) • Hello World! Processing (41:08) Make: <ul style="list-style-type: none"> • Glitch Tutorial (glitch jpg in text edit) 	Meta: Blackboard and participation grades <p>Respond:</p> <ul style="list-style-type: none"> • Look Who's Talking by Howard Rheingold (Wired) Computing principles lecture (Charles Babbage, Lady Ada, <ul style="list-style-type: none"> • The Machine that Changed the World, part 1 (1992) (:55) • Charles Babbage, Lady Ada • Hardware > machine language > UNIX > OSX > Photoshop • File management, raster vs. vector • Nick Burns, Your Company's Computer Guy on SNL Watch: <ul style="list-style-type: none"> • Code Stars (9:33) • If time, John Maeda on Adobe Museum (part 2+3)
Week 2 Sept 3–5	Hardware / software / code	Respond: <ul style="list-style-type: none"> • Manovich, What is New Media? in The Language of New Media (p43-65) • No-one Ever Cried At a Website by Matt Pearson Watch... <p>Processing 1: Introduction lecture</p> <ul style="list-style-type: none"> • Download or use the ProcessingJS IDE • Getting Started at processing.org • Look: Ben Fry, Casey Reas, Daniel Shiffman, Processing Exhibition, Ryoji Ikeda, Form+Code book • Also see: Max, Pure Data, VVVV, and NodeBox; • Sol Lewitt wall drawings; Yoko Ono Cloud Piece and Drinking Piece For Orchestra; Warhol on Amiga • Difference between languages See also: Abe Pazos Processing video tutorials <ul style="list-style-type: none"> • introduction 1, point() and line() 2 • random() 3, color 4 5 Hint for self-portrait: use mouseX and mouseY	Respond: <ul style="list-style-type: none"> • Reas, Casey and Chandler McWilliams - What Is Code? (p. 1–8) in FORM+CODE Processing 2: Variables and loading images lecture <ul style="list-style-type: none"> • Look: Joshua Davis, Joelle Dietrick, p5p.cecinestpasparis.net, Natures and Strata #1 by Quail, Process Compendium by Casey REAS, The Creators, Max Planck Research Networks, Jason Salavon • Proteus (Ernst Haeckel) 2004 (7:54) • Make a dynamic composition and print it Give assignment: Computational Drawing

<p>Week 3 Sept 10–12</p>	<p>History of new media art</p>	<p>Due: Computational Self-Portrait</p> <p>Respond:</p> <ul style="list-style-type: none"> • Introduction to New Media Art, Mark Tribe and Reena Jana (p.1-8) <p>The “two-handed” approach</p> <p>Processing 3: Animation and conditional statements lecture</p> <ul style="list-style-type: none"> • Look: Generatorx.no (computational design); unlekker; The Dumpster; We Feel Fine; generative-gestaltung.de; NYT Labs; feltron.com, dmtr.org, 7 sets Venn Diagram, Wee See, Jennifer Steinkamp <p>See also: Abe Pazos Processing video tutorials</p> <ul style="list-style-type: none"> • animating lines 6 7 8 9 • animating multiple primitives 10 11 12 	<p>Processing 4: Interactivity lecture Daniel Shiffman’s Learning Processing examples Owen Mundy’s code examples</p> <p>Work day (create idea as mind map, statement (pseudo code))</p> <p>See class assignment sheet for details. Excerpt: design in processing that mimics a complex system (a spider's eye, a pinecone, the interstate highway system, the solar system, etc)</p> <p>Email before class a folder containing: pde, data folder, + screenshot (png), AND a pdf containing your idea as a mind map and statement</p>
<p>Week 4 Sept 17–19</p>	<p>Time-based media + Simulation</p>	<p>Due: Computational Drawing</p> <p>Share Computational Drawing (artist talks + reviews code)</p> <p>Processing 5: Scenes: peek at code</p> <p>Work day</p>	<p>Respond:</p> <ul style="list-style-type: none"> • Introduction to New Media Art, Mark Tribe and Reena Jana (p.9-20) <p>How to add scenes: Processing 5: lecture How to add sound to Processing. Use these libraries:</p> <ul style="list-style-type: none"> - Minim - SoundCipher <p>Watch</p> <ul style="list-style-type: none"> • Odessa Steps clip: Battleship Potemkin (1925) dir: Sergei Eisenstein • Man with a Movie Camera (1929) dir: Dziga Vertov • The Invisible Shape of Things Past (ART+COM) • Ubuweb, Painter by Paul McCarthy (1995) <p>Give assignment: Computational Animation</p>

<p>Week 5 Sept 24–26</p>	<p>Copyright, Remix, Montage</p>	<p>Processing</p> <ul style="list-style-type: none"> • Advancing through “scenes” in an animation • Advancing through levels in a game <p>Watch in class</p> <ul style="list-style-type: none"> • Wassily Kandinsky (1866-1944) • Walter Ruttmann - Lichtspiel Opus (1921) • Len Lye - Kaleidoscope (1935) • Analog Motion Graphics (2009) • Mary Ellen Bute - Dada (1936) • Harry Everett Smith - Early Abstractions (1946-57), Pt. 3 • Oskar Fischinger - Ten Films (DVD) • Norman McLaren - Synchromy (1971), remix 1 • John Whitney - Matrix III (1972) • Lary Cuba - Calculated Movements (1985) • Wee See (2009) • Random internet example 	<p>Due: Computational Animation</p> <p>Watch:</p> <ul style="list-style-type: none"> • Triumph of the Will (1935) by Leni Riefenstahl • Nate Harrison’s Aura Dies Hard (Or: How I Learned to Stop Worrying and Love the Copy) (2010) (14:10) • What Celebrities Would Look Like as Real People • You Suck At Photoshop • Photography continues to change: pinterest.com instagram.com ffffound.com ilikethisart.net <p>Animated GIFs!</p> <ul style="list-style-type: none"> • Lorna Mills 1 2 • Wiggle vision: Jaime Martínez, Jim Gasperini • More: ffffound, Holographic GIFs, Yoshi Sodeoka, Wired.com • DailyGif.com galleries 1 • Build Animated GIFs in Photoshop • How to make images for Wiggle 3D <p>Give assignment: Animated GIF</p>
<p>Week 6 Oct 1–3</p>	<p>Copyright, Remix, Montage</p>	<p>Respond:</p> <ul style="list-style-type: none"> • Price, Tony, iCommons for beginners • Navas, Eduardo, Remix(ing) Re/Appropriations <p>Searching, sampling, and remix</p> <ul style="list-style-type: none"> • Lawrence Lessig TED Lecture (18:56) • The Grey Album and The Grey Video • barbara+kruger, Auto-Tune the News: Bed Intruder, Chuck Testa, Pirates. drugs. gay marriage • Animated GIFs: ytmnd.com 0 1 4 5, 2011 Sports GIFs <p>Making animated gif from downloaded video</p> <p>Work day</p>	<p>Look:</p> <ul style="list-style-type: none"> • Ai Kijima • Kenneth Tin-Kin Hung • Animal Charm <p>Work day</p> <p>Give assignment: Utopia/Distopia</p>
<p>Week 7 Oct 8–10</p>	<p>Techno- utopianism, 3d design, visions of the future</p>	<p>Due: Animated GIF project</p> <p>Watch</p> <ul style="list-style-type: none"> • Logan’s Run (1976) 	<p>Watch</p> <ul style="list-style-type: none"> • Blade Runner (1982)

<p>Week 8 Oct 15–17</p>	<p>Techno-utopianism</p>	<p>Respond:</p> <ul style="list-style-type: none"> Forster, E.M. - The Machine Stops (1909) Also on Librivox as mp3 <p>Watch:</p> <ul style="list-style-type: none"> The design genius of Charles + Ray Eames (15:09) The Information Machine (1958) (9:41) Powers of Ten (1977) (9:01) <p>Sketchup</p> <ul style="list-style-type: none"> Getting Started With Sketchup 1 2 3 4 Model a space with Sketchup Abandoned Soviet Monuments 	<p>Respond:</p> <ul style="list-style-type: none"> Share one building / component of your utopia / dystopia <p>Watch:</p> <p>Jim Finn Interkosmos (5:08) Sunday School with Franz Hinkelammert (50:33)</p> <p>Megan on other 3D programs</p> <p>Sketchup</p> <ul style="list-style-type: none"> More Sketchup videos <p>Work day</p>
<p>Week 9 Oct 22–24</p>	<p>Techno-utopianism</p>	<p>Watch and discuss in class:</p> <ul style="list-style-type: none"> All Watched Over by Machines of Loving Grace - Part 1: Love and Power (BBC) Her trailer (2013) <p>Look</p> <ul style="list-style-type: none"> Hunter Jonakin: Modern Flaneur 	<p>Watch and discuss in class:</p> <ul style="list-style-type: none"> All Watched Over by Machines of Loving Grace - Part 2: The Use And Abuse Of Vegetational Concepts (BBC) Clip <p>Work day</p>
<p>Week 10 Oct 29–31</p>	<p>Open source, CNC</p>	<p>Respond:</p> <ul style="list-style-type: none"> Dick, Philip K., Pay for the Printer <p>CNC and Open source</p> <ul style="list-style-type: none"> CNC examples MIT Architectures (13:15) Software: Sketchup, Rhino, 123D, more... thingiverse.com, Makerbot, TED: Ardunio (15:47) <p>Look:</p> <ul style="list-style-type: none"> Digital Natives by Matthew Plummer-Fernandez 56 Broken Kindle Screens Joe Winter: Myano (2006) and Fantasie No.1 <p>Watch (if there is time):</p> <ul style="list-style-type: none"> Hippies from Hell documentary, dir: Ine Poppe 	<p>Work day</p>

<p>Week 11 Nov 5–7</p>	<p>Communication media and the internet</p>	<p>Due: Utopia/Distopia project</p> <p>Class cancelled due to illness</p>	<p>Respond:</p> <ul style="list-style-type: none"> • A Short History of the Internet by Bruce Sterling <p>Group critique of sketchup models Review final project (discuss deadline) and examples Presentation on NYTimes-inspired example</p> <p>For Monday: print 6 views from your SketchUp model onto 11x17" paper</p> <ul style="list-style-type: none"> - part of your SketchUp grade - doctor them in Photoshop - have physical prints ready for the <i>beginning</i> of class <p>Some work time</p>
<p>Week 12 Nov 12–14</p>	<p>Virtual bodies, Identities, Telepresence, automation</p>	<p>Discuss items due for today:</p> <ul style="list-style-type: none"> - Prints for display case (4 11x17" prints (1 of these prints should incorporate your statement) - 3 articles from Wired that you choose <p>Watch: HTML, CSS, Javascript demo with Google Font API (20:43)</p> <p>Html / CSS / Google Fonts (final project possibility) Interactive book app tour on lynda.com</p> <p>Game/algorithm examples:</p> <ul style="list-style-type: none"> • Jeff Thompson and Alex Myers' You Have Been Blinded and Thrown in a Dungeon • Seam Sorting by Jeff Thompson <p>If time:</p> <ul style="list-style-type: none"> • Kevin Slavin: How Algorithms Shape Our World (15:23) <p>If you are interested in Processing: Processing 4: Animation and Interactivity lecture See also: Abe Pazos Processing video tutorials</p> <ul style="list-style-type: none"> • controlling animation and functions 18 19 • drawing with mouse and keyboard 20 21 • drawing patterns with while() loop 22 23 	<p>Respond:</p> <ul style="list-style-type: none"> • Zombies and Cyborgs, Stelarc (p.1-8) <p>Watch:</p> <ul style="list-style-type: none"> • Stelarc - The Comatose, The Cadaver, & The Chimera: Alternate Anatomical Architectures (April 2, 2012) (:42:27) • Jon Rafman Kool-Aid Main in Second Life (18:01) <p>Processing - Collision Detection and general game making</p> <ul style="list-style-type: none"> • Jeff Thompson's Collision Detection Functions For Processing • Choose your own adventure <p>Virtual worlds:</p> <ul style="list-style-type: none"> • secondlife.com • Xtranormal • Prosthetic Knowledge Picks: Other Worlds • Primsionary • Stephen Colbert vs. The Yes Men

<p>Week 13 Nov 19–21</p>	<p>Envisioning the future: Gaming</p>	<p>Due: Concept for Interactive Algorithm (as Flow Chart)</p> <p>Processing (review)</p> <ul style="list-style-type: none"> • Advancing through “scenes” in an animation • Advancing through levels in a game <p>Play:</p> <ul style="list-style-type: none"> • Puzzles: Vectorpark (Windosill) • Sound players: tonematrix, playauditorium, balldroppings • Pong variations: Ping, Dynamic Pong, Slider • Side-scrollers: Gas Zappers • First-person: Fontica (1:06) • Various: blurst.com (Blush, Paper Moon, Jetpack Brontosaurus); addictiongames.com; The Evolution of Video Game Controllers • Multiplayer: iSketch <p>Artists and social critique:</p> <ul style="list-style-type: none"> • Super Mario Clouds by Cory Arcangel; • Jeff Koons Must Die by Hunter Jonakin; • Konami Code • The Daily Show - First Person Solderer 	<p>Respond:</p> <ul style="list-style-type: none"> • Ch.1 in Rise of the Video Game Zinesters by Anna Anthropy (click Preview this book) • Why I Hacked Donkey Kong for My Daughter (Wired) <p>Watch</p> <ul style="list-style-type: none"> • The Evolution of 8-bit Art - PBS Off Book (7:48) <p>Work day</p>
<p>Week 14 Nov 26–28</p>	<p>Envisioning the future: Gaming</p>	<p>Respond:</p> <ul style="list-style-type: none"> • The Algorithmic Copyright Cops: Streaming Video’s Robotic Overlords (Wired) <p>Work day</p>	<p>Thanksgiving</p>
<p>Week 15 Dec 3–5</p>	<p>Final</p>	<p>Independent work at home Email me a draft version before normal class time</p>	<p>Due: Interactive Algorithm</p>

*This document is subject to change