Course Inventory Change Request

New Experimental Course Proposal

Date Submitted: 02/25/16 1:21 pm

Viewing: ARTIS 575X : Interactive Art

Last edit: 03/04/16 12:04 pm

Last edited by: cchulse

Changes proposed by: astewart

In Workflow

1. Registrar pre-check
2. ARTIS Curr Chair
3. ARTIS Chair
4. Design Coordinator
5. Grad Coordinator
6. Registrar
7. Scheduling

Department
Integrated Studio Arts (ARTIS)

Catalog Year
2016-2017

First Expected Offering Term
Fall

Instructor
Austin Stewart

Title
Interactive Art

Transcript Title
INTERACTIVE ART

Major Teaching Department
ARTIS

Cross Listed Courses

Dual Listed Course
ARTIS 475X

Dual List Approval Document

Credit Hour Details

<table>
<thead>
<tr>
<th>Grading Method</th>
<th>Credit Type</th>
<th>Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>A-F</td>
<td>Fixed</td>
<td>3</td>
</tr>
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</table>

Instruction Type

<table>
<thead>
<tr>
<th>Instruction Type</th>
<th>Contact Hours per Week</th>
</tr>
</thead>
<tbody>
<tr>
<td>Studio</td>
<td>6</td>
</tr>
</tbody>
</table>

Repeatable?
Yes

Maximum Repeat Options

Semesters Offered

Fall
Yes

Spring
## Course Description

### Prerequisites
ARTIS 212 or permission of instructor; graduate level standing for 575X.

### Description
Create software and integrate the sensors required to create interactive artworks, videos, games, and installations. Prominent examples in the history of interactive art provide context for the coursework.

### Graduation Restrictions

<table>
<thead>
<tr>
<th>Meets U.S. Diversity Requirement</th>
<th>Meets International Perspectives Requirement</th>
</tr>
</thead>
<tbody>
<tr>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>

### Syllabus & Supporting Documentation
- [Dual List Form ARTIS575X.doc](ARTIS575XSyllabusFall2016.pdf)
- [ARTIS475XSyllabusFall2016.pdf](ARTIS475XSyllabusFall2016.pdf)

### Reason for proposal (programmatic justification, need for course, intended use, etc.)
Learning to write software allows artists the ability to build immersive, interactive artworks and gives them the power to customize the functionality of digital tools such as Adobe Illustrator, Cinema4D, Maya, etc. through scripting. Coding also introduces a different way to think about a problem. Many BFA and MFA programs offer courses in digital imaging, video, and 3D modeling and animation, but a significantly smaller subset offers courses with a focus on programming and interaction. However, many studio artists are interested in integrating interactivity into their art practices. We currently have no graduate or undergraduate level ARTIS courses which teach interactivity.

### Course outcomes/objective
**ARTIS575X:** Students will: Create original interactive artworks; Learn how to build basic electronic circuits; and write software with a focus on graphics and sensor input. Complete a fully realized, exhibition ready artwork.

**ARTIS475X:** Create original interactive artworks; Learn how to build basic electronic circuits; and write software with a focus on graphics and sensor input.

### Course content/major topics to be addressed (attach syllabus if required by your college/department)
- Basic Electronics
- Fabricating physical objects from digital files
- Introduction to programming
- Introduction to the history of interactive art

### Assessment Plans: Mechanism for assessing student mastery of course outcomes/objectives
**ARTIS575X:** Students will create several interactive artworks over the course of the semester. The grading rubric for each artwork will be split between a mastery of concept, aesthetics, and craft. Graduate students will meet independently with instructor to develop one project into a fully realized professional and exhibition ready artwork.

**ARTIS475X:** Students will create several interactive artworks over the course of the semester. The grading rubric for each artwork will be split between a mastery of concept, aesthetics, and craft.
ARTGR 573. Multimedia Design. Only open to Graphic Design Majors, concurrent enrollment in Graphic Design Studio required.

LA578K. Landscape Architecture: Computer Applications. Teaches same programming language (Processing) however, projects are specifically focused on designing digital tools for landscape architects.

ARTGR 473. Multimedia Design. Only open to Graphic Design Majors, concurrent enrollment in Graphic Design Studio required.

LA478K. Landscape Architecture: Computer Applications. Teaches same programming language (Processing) however, projects are specifically focused on designing digital tools for landscape architects.

Results of consultation with relevant departments and programs

Course reviewer comments

cchulse (03/04/16 12:04 pm): Should be repeatable; Lilligren 2/29/16