ArtIS 575X: Interactive Art

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Office Hours By Appointment.

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Course Outcomes

Create original interactive artworks.
Create custom software in the Processing language.
Learn how to build basic electronic circuits.
Become familiar with historical and contemporary interactive art

Required Text and Materials

Published August 2015, Morgan Kaufmann. 564 pages. Paperback.
» Order from Amazon.com

The website also has robust documentation, examples, tutorials, and a very active forum.

Links to additional tutorials will be posted on blackboard.

Sketchbook.

A USB Hard drive is required (high capacity USB thumb drives are fine).

Recommended Texts

There are many great texts that teach the basics of electronics. One inexpensive and long-lived option is below:

Getting Started in Electronics, Forrest Mims.
Amazon Link

(additional texts to be added)

Expectations/Rules

To be on time, to work diligently, to be respectful, offer constructive, not abusive criticism during critique, be engaged and participate in discussions, give proper notice for known excused absences (University policy is 10 days notice), not hesitate to ask questions, and turn assignments in on time.

Many people from the College use this studio. Always clean up your work area, and don’t forget to take personal items with you, such as flash drives.

Save multiple copies of your files and use version numbers for your projects. Sooner or later, corrupt data becomes practically a statistical certainty. Having multiple files, along with multiple back-ups will protect you.
All files handed in **must include your full name** (the only exception will be for support files to your project file. But the project folder must have your full name on it plus the assignment it relates to). **For example:** YourFullName_project#. Processing Sketches automatically generate a folder that houses all of the required files. You will submit the entire folder for each assignment on cyBox.

Turn off cell phones during class time. Do not answer your cell phone during class. Do not step out of class to answer your cell phone.

Come to class **and work**, its part of your grade. Doing work for a different class will result in an absence.

During workdays, you can listen to music (but not watch internet TV).

No food in class. This will be strictly enforced!

During regular class time, you are allowed (and encouraged!) to take 10-minute breaks every hour. However, do not leave a presentation to take a break.

**Explicit Material Warning**

This is an art class. Some of the examples of work we may look at, and possibly work by your peers, may have nudity, profanity, and/or violence/gore. This is not free license to swear, use abusive language toward others or needlessly insert any of the above into your projects. When artists use these things in their work there is always a sound reason.

<table>
<thead>
<tr>
<th>Projects</th>
<th>Various</th>
<th>(8pts)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Daily Homework</td>
<td>TBD</td>
<td>(10pts)</td>
</tr>
<tr>
<td>Project 1</td>
<td>TBD</td>
<td>(10pts)</td>
</tr>
<tr>
<td>Project 2</td>
<td>TBD</td>
<td>(10pts)</td>
</tr>
<tr>
<td>Artist Presentation</td>
<td>TBD</td>
<td>(10pts)</td>
</tr>
<tr>
<td>Final Project</td>
<td>TBD</td>
<td>(50 pts)</td>
</tr>
<tr>
<td>Participation and Pre-training Evaluations</td>
<td>ongoing</td>
<td>(10 pts)</td>
</tr>
</tbody>
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**TOTAL CLASS POINTS POSSIBLE: 100**

**Project Descriptions:**

**Daily Homework:** For the first 10 weeks of class, with the exception of due dates for projects you will be required to read a chapters from the book and complete the exercises at the end of the chapters. Each Day's homework will be worth 0.5 points.

**What to turn in:** Upload the folders for the completed exercises to cyBox.

**Project 1: Input/Output:** The most profound creative acts are incredibly simple (i.e. Flappy Bird). Artists working with interactivity often create overly complex audience interactions which muddy their concepts and the experience of the work for the audience. This project asks you to create a profound interaction with a single input (button, knob, or other sensor) and a single output (light, sound, motion, etc).

**What to turn in:** Demonstrate your project functioning during critique. Turn in a statement of
concept, and two screen shots, and the project folder.

**Project 2: Procedural Animation:** Create an animation that is self-playing and not hard-coded. I,e; your code should use algorithms to control the motion, sequence of events, etc, randomness and noise to add variability to the animation, and potentially data pulled from the internet as another means of control.

**What to turn in:** Demonstrate your project functioning during critique. Turn in a statement of concept, and two screen shots, and the project folder.

**Artist Presentation:** Research a contemporary artist making interactive artwork. Prepare a 10 minute presentation on and critical analysis of their art practice.

**What to turn in:** In Class Presentation. Upload Presentation to cyBox.

**Final Project:** Building on what you have learned in the first two projects develop an interactive artwork. Note: Additional tutorials will be given for interfacing the Arduino and other input devices with a computer allowing you to control images/video on the screen with sensors attached to the Arduino. This project will be developed over the entire run of the course with several milestones that must be met prior to the final submission date.

**What to turn in:** Demonstrate your project functioning during critique. Turn in a statement of concept, and two screen shots, and the project folder, and a short (1 minute) video clip documenting the work.

**Grading Criteria**
Each project will be evaluated on the following criteria:

- **25% CONCEPT** – idea, intention and meaning. Does the artwork clearly communicate?

- **25% CREATIVITY** – originality of thought and expression. Does the artwork show innovation and uniqueness? Did the artist solve the given assignment problem in an expected or unexpected way?

- **25% COMPOSITION** – arrangement and organization of elements. Has the artist carefully considered the principles of composition and for time-based work elements such as timing, story, mood, texture, balance, color and audio?

- **25% CRAFTSMANSHIP** – attention to detail. Does the artist skillfully manipulate the elements? Are all details carefully finished and/or intentional-looking?

**Attendance**
Attendance is mandatory! 2 unexcused absences are allowed before your grade will begin dropping one grade mark per absence (example, an A will drop to a B). Coming late or leaving before class is finished 3 times counts as 1 absence. You will not receive credit for this class if you have 8 or more absences.

Absences from class do not excuse you from being prepared for the following class day with assignments and materials. You are encouraged to exchange email addresses with at least two other
people in class so you can find out what you missed. You will be expected to catch up on what you missed from your peers.

**Participation**
You will be expected to participate in class discussions and critiques. All projects are due before class begins on the day of the critique. This is a unique learning environment: take advantage of your colleagues and the opportunities presented in this class! Working together benefits everyone and strengthens creative work.

**Grading System**
A = Excellent work. The student is enthusiastic, shows careful consideration and execution of the assignment and demonstrates complete mastery of tools.
B = Good work. The student is engaged and demonstrates interest in the assignment. The final work shows understanding of tools presented.
C = Average work. The student is completes the assignment and uses tools presented.
D = Below average work. Student is not engaged with class work.
F = Work is incomplete.

**Grading Scale**

<table>
<thead>
<tr>
<th>Percentage</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>93-100%</td>
<td>A</td>
</tr>
<tr>
<td>90-92%</td>
<td>A-</td>
</tr>
<tr>
<td>87-89%</td>
<td>B+</td>
</tr>
<tr>
<td>83-86%</td>
<td>B</td>
</tr>
<tr>
<td>80-82%</td>
<td>B-</td>
</tr>
<tr>
<td>77-79%</td>
<td>C+</td>
</tr>
<tr>
<td>73-76%</td>
<td>C</td>
</tr>
<tr>
<td>70-72%</td>
<td>C-</td>
</tr>
<tr>
<td>67-69%</td>
<td>D+</td>
</tr>
<tr>
<td>63-66%</td>
<td>D</td>
</tr>
<tr>
<td>60-62%</td>
<td>D-</td>
</tr>
<tr>
<td>59% and below</td>
<td>F</td>
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</tbody>
</table>

Assignments not turned in by the due date will have five percentage points subtracted from their grade for each additional day (not each class day) they are late. Failure to participate in critiques will result in additional lost points.

Students with Disabilities Statement and discrimination statement to be added.