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

	Credit Type	Credit Hours
	Fixed	3

Grading Method   A-F

Instruction Type

Instruction Type	Contact Hours per Week
Studio	6

Repeatable?	Maximum Repeat	Options
Yes		

Semesters Offered

Fall	Yes
Spring	

Summer

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 provides context for the coursework.
Graduation Restrictions	

Meets U.S. Diversity Requirement	Meets International Perspectives Requirement
No	No

Syllabus & Supporting Documentation	Dual List Form ARTIS575X.doc ARTIS575XSyllabusFall2016.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 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 offer 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 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.

Relationship of this course to existing courses in other departments and programs (supporting, overlap, etc.)	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

Key: 634