FLTV10022 Interactive Art Media 2

Credit Points:	12.5
Level:	1 (Undergraduate)
Dates & Locations:	This subject is not offered in 2016.
Time Commitment:	Contact Hours: Contact Hours 30 Hours 3 hours x 10 weeks Lecture Total Time Commitment: 120 Hours

Prerequisites:			
	Subject	**Study Period Commencement:**	**Credit Points:**
	FLTV10021 Interactive Art Media 1	Semester 1, Semester 2	12.50

Corequisites:	None
Recommended Background Knowledge:	Basic computer skills, basic understanding of Interactive Art Media processes and conceptual frameworks, a capacity to design and present interactive media/computer based art.
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: http://www.services.unimelb.edu.au/disability/
Contact:	**Contact Centre** T: 13MELB (13 6352) E: **13melb@unimelb.edu.au (mailto:13melb@unimelb.edu.au)**
Subject Overview:	Interactive Art Media 2 develops students understanding and capacity in the practices and process of digital/computer based interactive installation and performance media. The subject has two integrated outcomes: the development of skills in the interactive media program Max (© Cycling74), and through the development of these skills, a good understanding of the works and processes of current and past interactive media artists. The subject blends lecture and self directed student-centred learning processes, with a focus on students expanding their own practice in the area of interactive and digital media and understanding of the context in which they are creating.
Learning Outcomes:	Interactive Art Media 2 will develop skills in the creation of interactive media artworks and understanding of the techniques of key artists and their approaches in the field through the recreation of selected interactive art media works. This is done through students developing and presenting interactive media studies that demonstrate intermediate skills in creating interactive audio and visual computer programs that generate interactive media and a good understanding of the processes used by selected interactive and digital media artists. Through this process students will further develop their understanding the conceptual paradigms, histories and basic practical skills in the creation of interactive media arts.
Assessment:	Type of Assessment (Including Extent/Duration) Timing of Assessment Assessment % Presentation 1 Create and present an Interactive Media program that discusses a selected interactive media artist The program and associated media are to be uploaded to the LMS discussion board. The program is to be presented in Week 5800 words equivalent. 24 hours' commitment Week 5 20 Presentation 2 Create and present an Interactive Media program that discusses a selected interactive media artist The program and associated media are to be uploaded to the LMS discussion board. The program is to be presented in Week 8.800 words equivalent. 24 hours' commitment Week 8 20Critical discussions Students are to write two

	discussions (800 words) on an allocated presentation. The discussion should outline what was learned from the presentation and the design of the presentation,.800 words equivalent. 24 hours' commitment Week 6 (10%) Week 9 (10%) 20Major Assignment Develop and present an interactive installation that represents and discusses the work of a selected interactive media artist.The software used to create this is to be fully documented, including a brief manual/explanation of use.1600 words equivalent 48 hours' commitment Week 12 40
Prescribed Texts:	http://cycling74.com/category/articles/tutorials/http://www.w2vr.com/contents.htmlhttp://cycling74.com/docs/max5/vignettes/intro/docintro.htmlhttp://cycling74.com/http://v2.nl/archive/people/roy-ascotthttp://www.manovich.net/articles.phpRecommended readinghttps://sites.google.com/site/rogeralsop/Home/linkshttps://ccrma.stanford.edu/http://web.media.mit.edu/~tod/ & http://web.media.mit.edu/~joep/http://www.dance-tech.net/
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # **Bachelor of Arts (https://handbook.unimelb.edu.au/view/2016/B-ARTS)** # **Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2016/B-BMED)** # **Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2016/B-COM)** # **Bachelor of Environments (https://handbook.unimelb.edu.au/view/2016/B-ENVS)** # **Bachelor of Music (https://handbook.unimelb.edu.au/view/2016/B-MUS)** # **Bachelor of Science (https://handbook.unimelb.edu.au/view/2016/B-SCI)** You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of this subject, students should have demonstrated: # intermediate skills in interactive art media techniques; # a good understanding of technological processes involved in the creation of interactive art media. # good critical, analytical, and research skills in the area of interactive art media good skills in creating interactive art works.
Related Course(s):	Bachelor of Fine Arts (Animation) Bachelor of Fine Arts (Contemporary Music) Bachelor of Fine Arts (Film and Television) Bachelor of Fine Arts (Music Theatre) Bachelor of Fine Arts (Production) Bachelor of Fine Arts (Screenwriting) Bachelor of Fine Arts (Theatre Practice) Bachelor of Fine Arts (Visual Art)