FLTV10021 Interactive Art Media 1

Credit Points:	12.5
Level:	1 (Undergraduate)
Dates & Locations:	2016, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus. Semester 2, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 30 hours - 3 hours x 10 weeks lecture Total Time Commitment: 120 Hours
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	Basic computer skills.
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/
Coordinator:	Dr Roger Alsop
Contact:	**Faculty of the VCA and MCM Student Centre Ground Floor, Elisabeth Murdoch Building (Bldg 860) Southbank Campus 234 St Kilda Road, Southbank, 3006** **Contact Centre** T: 13MELB (13 6352) E: **13melb@unimelb.edu.au (mailto:13melb@unimelb.edu.au)**
Subject Overview:	Interactive Art Media 1 introduces students to practices and process of digital/computer based interactive installation and performance media. The subject has two integrated outcomes: the development of basic skills in the interactive media program Max (© Cycling74), and through the development of these skills, the discovery and 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 developing their own practice in the area of interactive and digital media and developing an understanding of the context in which they are creating.
Learning Outcomes:	Interactive Art Media 1 will develop both introductory skills in the creation of interactive media artworks and an introductory understanding of key artists and their approaches in the field. Students will be introduced to a variety of processes and practices used in developing and presenting interactive media based performance and installation artworks. This is done through students developing and presenting interactive media studies that demonstrate basic skills in creating interactive audio and visual computer programs that generate interactive media. Through this process students will gain an introductory overview of the conceptual paradigms and histories and basic practical skills in the creation of interactive media arts.
Assessment:	Study 1 Week 3/Class 3 15% Create an Interactive Media program integrating audio and vision. The program and associated media are to be uploaded to the LMS discussion board. The program is to be presented in Week 3/Class 3. 600 words equivalent. 18 hours' commitment Study 2 Week 6/Class 5 15% Create an Interactive Media program integrating and manipulating

	audio and vision that discusses the work of an allocated media artist and requires user interaction. The program and associated media are to be uploaded to the LMS discussion board. The program is to be presented in Week 6/Class5. 600 words equivalent. 18 hours' commitment Study 3 Week 9/Class 8 15% Create an Interactive Media program integrating and manipulating audio and vision that discusses the work of an allocated media artist and requires non-tactile user interaction. The program and associated media are to be uploaded to the LMS discussion board. The program is to be presented in Week 9Class 8. 600 words equivalent. 18 hours' commitment 3 Critical discussions Week 4 (5%) Week 7 (5%) Week 10 (5%) Students are to write three discussions (200 – 400 words) on an allocated presentation. The discussion should outline what was learned from the presentation, the design of the presentation, and one area in which the program used to present the presentation might be enhanced. 600 words equivalent. 18 hours' commitment Major Assignment Week 12/Class 9 40% Develop and present a 5 to 7 minute creative work that demonstrates skills in creating real-time interactive visual image manipulation and interactive audio manipulation software. The software is to be fully documented, including a brief manual/ explanation of use. 1600 words equivalent. 48 hours' commitment
Prescribed Texts:	Prescribed reading http://cycling74.com/category/articles/tutorials/ http://www.w2vr.com/contents.html http://cycling74.com/docs/max5/vignettes/intro/docintro.html http://cycling74.com/
Recommended Texts:	Recommended reading **http://www.manovich.net/articles.php (http://www.manovich.net/articles.php)** **https://sites.google.com/site/rogeralsop/Home/links (https://sites.google.com/site/rogeralsop/Home/links)** **https://ccrma.stanford.edu/ (https://ccrma.stanford.edu/)** **http://web.media.mit.edu/~tod/ (http://web.media.mit.edu/~tod/)** & **http://web.media.mit.edu/~joep/ (http://web.media.mit.edu/~joep/)** **http://www.dance-tech.net/ (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: • basic skills in interactive art media techniques; • a basic understanding of technological processes involved in the creation of interactive art media. • basic critical, analytical, and research skills in the area of interactive art media • basic skills in creating interactive art works.
Links to further information:	http://vca-mcm.unimelb.edu.au/
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)