School of Humanities Creative Industries SocialSci

CMNS2080: Interactive Art Practice and Production
Newcastle City Precinct
Semester 2 - 2023

OVERVIEW

Course Description

In the last 50 years, interactions between software, machines and humans, have profoundly changed culture and society, producing new ways of making art and media. Interactive Arts is a collection of creative practices that leverage digital technologies to generate expressive, participatory and public real-time media environments for human-computer interaction. This course will establish a theoretical framework for understanding key critical debates and concepts in interactive media art, examining case studies of seminal artistic innovations, before proceeding to teach best practice techniques and methods for capturing, and visualising data using sensors, object-oriented software, scripting, video and other digital assets.

Contact Hours

Newcastle City Precinct
Lectorial
Face to Face On Campus
1 hour(s) per Week for 6 Weeks starting Week 1

Tutorial
Face to Face On Campus
1 hour(s) per Week for 6 Weeks starting Week 1

Workshop
Face to Face On Campus
2 hour(s) per Week for 6 Weeks starting Week 7

Unit Weighting 10

Workload Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

COURSE OUTLINE

CONTACTS

Course Coordinator	**Newcastle City Precinct** Dr Kristefan Minski Kristefan.Minski@newcastle.edu.au (02) 49138535 Consultation by appointment
Teaching Staff	Other teaching staff will be advised on the course Canvas site.
School Office	**School of Humanities Creative Industries and Social Sciences** NU Space, Level 4 409 Hunter Street Newcastle HCISS@newcastle.edu.au +61 4985 4500

SYLLABUS

Course Content	Topics will include: 1. Data capture using camera-based sensors; 2. Examination of contemporary interactive art practice; 3. Produce interactive assets for use in projection mapping and other real-time content; 4. Prototyping and testing custom-built software interfaces; 5. Social and cultural significance of interactive arts; 6. Aspects of screen, media and art theory.
Course Learning Outcomes	**On successful completion of this course, students will be able to:** 1. Analyse and critique contemporary examples of interactive art; 2. Demonstrate technical and aesthetic aspects of interactive arts production through developing a creative project; 3. Integrate data capture with various interfaces and display mechanisms in an installation concept.
Course Materials	Available on Canvas.

SCHEDULE

Week	Week Begins	Topic	Learning Activity	Assessment Due
1	17 Jul	Lecture: Introduction to Interactive Art Tutorial: Group discussion on Interactive Art	Historical roots of the form with a focus on the impact of digital technologies in both the development of Interactive Art as well as the implications for contemporary art in the future.	
2	24 Jul	Lecture: Art Thinking Tutorial: "Analogue" Play	The lecture introduces students to the Art Thinking mindset that derives from a world leading Media Art platform. The difference between provo- and proto-type. Experimental and playful techniques are introduced to extract the creative question.	
3	31 Jul	Converging Old and New – Analogue World meets Digital World	Practical hands-on experience and demonstration of interactive artwork in a studio environment.	
4	7 Aug	Presentations and Peer Review	Presentations	Presentation
5	14 Aug	Lecture: Sound Art, Games, and Virtual Worlds Tutorial: Virtual Environments	Exploring examples and techniques across simulated physics, light, cameras, and sound environments	
6	21 Aug	Lecture: Tools and Techniques Tutorial: Visual Programming	Exploring visual programming, audio and video environments including digital cave and virtual spaces	
7	28 Aug	Workshop: Planning and Provotyping for Assessment 2	Producing an experimental provotype	
8	4 Sep	Workshop: Integration	Combining tools and techniques introduced during the course thus far	
9	11 Sep	Workshop	Mentoring and guidance on creative projects	Planning and Provotyping
10	18 Sep	Workshop: Technical Integration for Assessment 3	Technical demonstration of key hardware/software functionality and integration	
		Mid Term Break		
		Mid Term Break		
11	9 Oct	Workshop	Mentoring and guidance on creative projects	Technical Integration and Protoyping
12	16 Oct	Workshop	Mentoring and guidance on creative projects	
13	23 Oct	Workshop	Mentoring and guidance on creative projects	
		Examination Period		Presentation and Demonstration
		Examination Period		

ASSESSMENTS

This course has 4 assessments. Each assessment is described in more detail in the sections below.

	Assessment Name	Due Date	Involvement	Weighting	Learning Outcomes
1	Critical Analysis of Contemporary Practice - 20%	Week 4	Individual	20%	1, 2
2	Planning and Prototyping - 20%	Week 9	Individual	20%	2, 3
3	Integration - 20%	Week 11	Individual	20%	2, 3
4	Final Project - 40%	Week 14	Combination	40%	1, 2, 3

Late Submissions   The mark for an assessment item submitted after the designated time on the due date, without an approved extension of time, will be reduced by 10% of the possible maximum mark for that assessment item for each day or part day that the assessment item is late. Note: this applies equally to week and weekend days.

Assessment 1 - Critical Analysis of Contemporary Practice - 20%

Assessment Type   Presentation
Purpose   Presentation
Description   Individuals will briefly present a concept for an interactive artwork which shows relevance to the course work presented so far. The student should indicate the skills they could bring as well as the skills they would need to realise such a project. Examples of interactive art projects or artists will be provided as the source of inspiration and to show the conceptual underpinnings. The slides will be uploaded afterwards with clear references to the literature or other media sources.
Weighting   20%
Length   3min and max 20 slides
Due Date   Week 4
Submission Method   In Class
Online
Assessment Criteria   Available on Canvas
Return Method   Online
Feedback Provided   Online - .

Assessment 2 - Planning and Prototyping - 20%

Assessment Type   Tutorial / Laboratory Exercises
Purpose   Portfolio
Description   Students will undertake a playful and experimental "provotyping" for a proposed interactive art project over a series of tutorials and workshops. Students will evidence this provotyping process in an annotated folio of photo, video, graphical, or interactive examples to be uploaded to Canvas. The examples will be brought together in a written response articulating the purpose and findings of each experiment, the student's contribution to a group (if applicable), and plans for progressing the project.
Weighting   20%
Length   Depending on format and in consultation with tutor
Due Date   Week 9
Submission Method   In Class
Online
Assessment Criteria   Available on canvas
Return Method   In Class
Not Returned
Feedback Provided   Online - .

Assessment 3 - Integration - 20%

Assessment Type	Tutorial / Laboratory Exercises
Purpose	Practical Demonstration
Description	Students will refine their provotypes by demonstrating key areas of hardware/software functionality and integration required for the realisation of a proposed interactive art project. The demonstration will not need to show a completed functional prototype, but will serve as a technical proof-of-concept for at least one core component of the work. Students will individually reflect on their demonstrations in a short written response to be uploaded to Canvas. Responses will discuss the purpose, successes, and failures of the demonstration with reference to the project aims, progress, and feasibility.
Weighting	20%
Length	5min per student
Due Date	Week 11
Submission Method	In Class Online
Assessment Criteria	Available on canvas
Return Method	Online
Feedback Provided	Online - .

Assessment 4 - Final Project - 40%

Assessment Type	Project
Purpose	Project
Description	The final output for this project will take the form of a presentation and demonstration of an interactive artwork in the form of a prototype. The prototype should reflect both theoretical and practical skills learnt through the semester. The students will be able to discuss the successes and failures in the work, their contribution to the group effort and collectively provide a realistic and feasible account of the next steps required to exhibit the work in a public setting.
Weighting	40%
Length	10min per student
Due Date	Week 14
Submission Method	In Class Online
Assessment Criteria	Available on Canvas
Return Method	In Class Online
Feedback Provided	Online - .

ADDITIONAL INFORMATION

Grading Scheme

This course is graded as follows:

Range of Marks	Grade	Description
85-100	High Distinction (HD)	Outstanding standard indicating comprehensive knowledge and understanding of the relevant materials; demonstration of an outstanding level of academic achievement; mastery of skills*; and achievement of all assessment objectives.
75-84	Distinction (D)	Excellent standard indicating a very high level of knowledge and understanding of the relevant materials; demonstration of a very high level of academic ability; sound development of skills*; and achievement of all assessment objectives.
65-74	Credit (C)	Good standard indicating a high level of knowledge and understanding of the relevant materials; demonstration of a high level of academic achievement; reasonable development of skills*; and achievement of all learning outcomes.
50-64	Pass (P)	Satisfactory standard indicating an adequate knowledge and understanding of the relevant materials; demonstration of an adequate level of academic achievement; satisfactory development of skills*; and achievement of all learning

		outcomes.
0-49	Fail (FF)	Failure to satisfactorily achieve learning outcomes. If all compulsory course components are not completed the mark will be zero. A fail grade may also be awarded following disciplinary action.

*Skills are those identified for the purposes of assessment task(s).

Communication Methods

Communication methods used in this course include:

Course Evaluation

Each year feedback is sought from students and other stakeholders about the courses offered in the University for the purposes of identifying areas of excellence and potential improvement.

Oral Interviews (Vivas)

As part of the evaluation process of any assessment item in this course an oral examination (viva) may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the Oral Examination (viva) Procedure. In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the Student Conduct Rule.

Academic Misconduct

All students are required to meet the academic integrity standards of the University. These standards reinforce the importance of integrity and honesty in an academic environment. Academic Integrity policies apply to all students of the University in all modes of study and in all locations. For the Student Academic Integrity Policy, refer to https://policies.newcastle.edu.au/document/view-current.php?id=35.

Adverse Circumstances

The University acknowledges the right of students to seek consideration for the impact of allowable adverse circumstances that may affect their performance in assessment item(s).
Applications for special consideration due to adverse circumstances will be made using the online Adverse Circumstances system where:
1.   the assessment item is a major assessment item; or
2.   the assessment item is a minor assessment item and the Course Co-ordinator has specified in the Course Outline that students may apply the online Adverse Circumstances system;
3.   you are requesting a change of placement; or
4.   the course has a compulsory attendance requirement.
Before applying you must refer to the Adverse Circumstance Affecting Assessment Items Procedure available at:
https://policies.newcastle.edu.au/document/view-current.php?id=236

Important Policy Information

The Help button in the Canvas Navigation menu contains helpful information for using the Learning Management System. Students should familiarise themselves with the policies and procedures at https://www.newcastle.edu.au/current-students/no-room-for/policies-and-procedures that support a safe and respectful environment at the University.