COURSE CALENDAR DESCRIPTION

Introduces students with little or no experience in the creation of new media works to the issues and techniques that will enable them to engage critically and creatively with the area. In the relatively short history of new media, a new language and tool set have become pervasive in the world of art making. This course provides students with an introduction to interactive new media. Using HTML, JavaScript, and Photoshop, students will engage with the web as a creative medium. Projects will be based in a variety of new media genres including net.art, blogs, interactive narrative, and randomness. Course Material fees required. Not open to Digital Media BA majors. CCE: FA/FACS 1939 3.00

INSTRUCTOR(S)

<table>
<thead>
<tr>
<th>Name</th>
<th>Section / Format / Term</th>
<th>Contact Email</th>
<th>Contact Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wettlaufer, Nadine</td>
<td>Sec. A / LECT / F</td>
<td><a href="mailto:nmw@yorku.ca">nmw@yorku.ca</a></td>
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SPECIAL FEATURES

This course is designed to provide students with little or no experience creating interactive new media art works some experience with fundamental issues and techniques.

This course does not require prior knowledge of HTML, CSS, JavaScript, or PhotoShop. Students who have more than a little experience in these areas could consider enrolling in FA/DATT 1000 6.0 Introduction to Interactive Digital Media or seek permission of the course director to enroll in FA/DATT 1000 6.0.

Organization of the Course:

The course consists of weekly formal lectures by the course director, as well as weekly 3-hour tutorial sessions in a computer lab with approximately 25-30 students.

Tutorials allow students to discuss readings, learn and experiment with software and media techniques, and apply new media art concepts. Tutorials also allow students contact time with their lab leader, who can provide guidance, ideas, and feedback about in-progress art assignments, as well as help with software and media skills.

Lectures will introduce context, concepts and other material applicable to tutorial learning. Lectures will also discuss new media works and course assignments. Students should make every effort to attend all lectures and tutorials and to submit assignments on time.

Assigned readings will support conceptual development as well as practical techniques.

One hour lecture, 3 hours lab, per week.

Prerequisites: None.  Exclusion: Not open to Digital Media BA Majors.

Students are required to use the course Website: www.yorku.ca/nmw/datt1939f17/
Students are also required to use the course Moodle page in moodle.yorku.ca

**Lecture**: ACW 006, Wednesdays 11:30am-12:20pm

**Tutorials/Labs**: All DATT 1939 labs are held in the Digital Media Art and Technology Learning Lab (ATLL) in room 102 Accolade West (ACW 102).

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<thead>
<tr>
<th>Lab</th>
<th>Time</th>
<th>Lab Leader</th>
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<tr>
<td>01</td>
<td>Wed. 12:30 - 3:20pm</td>
<td>Nadine Wettlauffer</td>
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<tr>
<td>02</td>
<td>Wed. 3:30pm - 6:20pm</td>
<td>Joe Hambleton</td>
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<tr>
<td>03</td>
<td>Thurs. 10:00am - 12:50pm</td>
<td>Joe Hambleton</td>
</tr>
<tr>
<td>04</td>
<td>Thurs. 1:00pm - 3:50pm</td>
<td>Joe Hambleton</td>
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Attendance in lecture and lab is expected every week.

### TOPICS AND CONCEPTS

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<thead>
<tr>
<th>Course Week</th>
<th>Topic</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Week 1 - Sept. 7 &amp; 13</td>
<td>Introduction, New Media Art, PhotoShop</td>
<td>- <em>Thursday labs run as usual on Thurs. Sept. 7</em>!</td>
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<tr>
<td>Week 2 - Sept. 14 &amp; 20</td>
<td>A1, Process, Intro. to HTML5</td>
<td>- Read: Manovich &quot;On Totalitarian Interactivity&quot; - A1 assigned</td>
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<tr>
<td>Week 3 - Sept. 21 &amp; 27</td>
<td>Intro. to CSS Placement, Layers and Location</td>
<td>- Read: Manovich p 1 &quot;New Media: A User's Guide&quot;</td>
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<td>Week 4 - Sept. 28, Oct. 4</td>
<td>Browser-Created Movement and Space</td>
<td>- Read: Manovich p 2 &quot;New Media: A User's Guide&quot; - Quiz 1</td>
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<tr>
<td>Week 5 - Oct. 5 &amp; 11</td>
<td>Spatial Structures: Play and Playfulness</td>
<td>- A1 DUE: A1 learning critique - Read: Sicart <em>Play Matters</em></td>
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<tr>
<td>Week 7 - Oct. 19 &amp; 25</td>
<td>Serendipity and Scripted Decisions</td>
<td>- Read: Bogost p 2 &quot;The Rhetoric of Video Games&quot; - Quiz 2</td>
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<td><em>York Reading Days</em></td>
<td>- <em>No labs on Thurs. Oct 26</em></td>
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<tr>
<td>Week 8 - Nov. 1-2</td>
<td>Wider Games Possibilities</td>
<td>- Read: Anthropy <em>Videogame Zinesters</em> - Quiz 3</td>
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<tr>
<td>Week 9 - Nov. 8-9</td>
<td>Memorable Interactions, Variables and Memory</td>
<td>- A2 proposal DUE</td>
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<td>Week 10 - Nov. 15-16</td>
<td>Recursion &amp; Reflexivity</td>
<td>- Quiz 4</td>
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<td>Week 11 - Nov. 22-23</td>
<td>Theories and Practicalities of Time</td>
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<tr>
<td>Week 12 - Nov. 29-30</td>
<td>Where Can You Go From Here?</td>
<td>- A2 DUE - A2 learning critique</td>
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LIST OF LEARNING OUTCOMES AND EXAMPLES OF

By the end of this course, students will:

- Discover new media art, art practices, and introductory theory.
- Recognize, investigate, and use some languages and forms of new media (HTML, CSS, JavaScript, images, etc.) during tutorials and for assignments.
- Plan and create new media artworks using HTML, CSS, Javascript, and various applications.
- Apply theory and concepts from readings to new media investigations and art works.
- In written and spoken form, discuss new media art with peers and potential audiences.

Experiment and have fun!

GRADED ASSESSMENT

The final course grade** will be based on the following:

- **Assignments 1-2: Interactive new media art assignments**

  Through learning how to use new media applications and investigating concepts and forms of interactive new media art, you will create two web-based works. A1 is an individual project, and A2 is (mostly) a group project.

- **Quizzes:**

  Quizzes 1 - 3: Marks are earned by doing assigned theoretical readings and answering questions correctly about key concepts, points, and major arguments – generally reflecting a level of preparation and understanding that enables productive discussion of readings during lab, and application of concepts to the new media art assignments.

  Quiz 4: Demonstrate understanding of the course's basic JavaScript code & concepts.

  Quizzes are generally taken through Moodle (http://moodle.yorku.ca), but may be done on paper if needed. Ensure that you can log in to Moodle and that you have access to DATT1939 on Moodle.

  The quizzes are intended to be taken while in lab, at the beginning of lab, in the designated week. Quizzes may NOT be taken at home or unsupervised.

- **Two Learning Critiques – Participation:**

  This participation grade comes from attending learning critiques, briefly showing and explaining your in-progress or completed work, paying attention, and from making an effort to give thoughtful and constructive feedback regarding others' work. Students get a chance to see and appreciate the work of their peers, thereby gaining conceptual, creative and technical insights.

  Marks are deducted during Learning Critiques for behaviours that impede your and others' ability to engage with the student work being shown. These behaviours include, but are not limited to, the following: having ongoing private conversations, texting, using private digital devices, finishing work on lab computers, arriving late or leaving early without a good reason discussed with instructors beforehand, etc.

  Instead, we ask that you engage with the work of your fellow students, keeping in mind how you would like to be treated by your classmates during your own turn.
Assignments:

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<tr>
<th>Assignments</th>
<th>Due</th>
<th>Weight</th>
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<tr>
<td>A1 – Location/Movement Week 5 30%</td>
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<td>A2 – Scripted Play Week 12 40%</td>
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<td>A2 Proposal                   - W9     - 3%</td>
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<td>A2 Website                    - W12    - 30%</td>
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<td>A2 Final Write-up             - W12    - 7%</td>
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<td>Quizzes (x4) W4, 7, 8, 10    20%</td>
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Learning Critique Participation (x2) W5, 12 10%

** Final course grades may be adjusted to conform to Program or Faculty grades distribution profiles.

The grading scheme for the course conforms to the 9-point grading system used in undergraduate programs at York (e.g., A+ = 9, A = 8, B+ = 7, C+ = 5, etc.).

** Assignments and tests in this course will bear either a letter grade designation or a corresponding number grade (e.g. A+ = 90-100, A = 80-90, B+ = 75-79, etc.)**

**What do your grades mean?**

For a full description of York grading system see the York University Undergraduate Calendar at http://calendars.students.yorku.ca/2017-2018/academic-and-financial-information/academic-services/grades-and-grading-schemes

Students may take a limited number of courses for degree credit on an ungraded (pass/fail) basis. For full information on this option see Alternative Grading Option in the Digital Media section of the Undergraduate Calendar for the School of the Arts, Media, Performance & Design:

http://calendars.students.yorku.ca/2017-2018/digital-media-AMPD

**Assignment Submission:**

- Academic success depends on a) doing the work, b) doing it well, and c) doing it on time. Accordingly, assignments for this course must be received on the due date specified for the assignment.

- Written assignments should be submitted to the appropriate location in Moodle.

- Assignment websites are to be handed in in a student's own account on the dm.ampd.yorku.ca server, in a location specified by the assignment.

- All assignment websites will be graded on a Mac with similar configuration to the ones in the Lab.

**Lateness Penalty:**

- **Assignments 1 and 2 websites:** If received later than the due date, the A1 and A2 websites are penalized at 2% per day (including weekend days and holidays).
• **A2 Proposal** and **A2 Final Write-Up**: if late, they receive a mark of 0.

• **Missed Quizzes**: A missed quiz receives a mark of 0.

• **Learning Critiques**: Missed Learning Critiques receive a mark of 0. Late arrival, leaving early, and various kinds of inattentive behaviours will also reduce Learning Critique participation marks.

**Exceptions to the lateness penalties for valid reasons** such as illness, compassionate grounds, disability/accessibility issues, religious observances, parental duties during child illness or crisis, etc., will be considered by the Course Instructor but will require supporting documentation (e.g., a doctor's letter or other acceptable official documentation).

**If you have a serious concern about an assignment mark:**

1) First, wait at least 24 hours after you received the mark. Then re-read the feedback you received. Consider and review your assignment in that light. Then look at the mark, and take stock again.

2) If you still have a serious concern about the mark and think it deserves to be raised, politely email your tutorial leader. Explain a) the concerns/questions you have that you don't believe were addressed by the feedback, b) the reasons you believe the project deserves a higher mark, and c) then ask them to please consider raising the mark.

3) Your tutorial leader will email you back, possibly requesting a meeting to clarify issues in person. Then they will consider your request, and agree/disagree, in writing/email.

4) If you and your tutorial leader cannot come to an agreement about the mark after this step, the next step is to email the Course Director (similarly to how you originally emailed your tutorial leader on the issue) to ask for the assignment to be re-marked.

The course director will also contact your tutorial leader to hear their insights, and will then proceed to consider your request.

5) **Please be aware**: a request for an assignment to be re-marked by the Course Director may result in the assignment mark being raised, lowered, or remaining the same.

**ADDITIONAL INFORMATION**

**All Fall term work DUE on or by**: Tues. December 5, 2017.

**Last date to drop Fall courses without receiving a grade**: Fri. November 10, 2017.

As per Senate policy, students should receive at least 15% of the final grade back by the drop date.

Students **must** have a [yorkID](https://yorkid.yorku.ca) and an activated [York email address](https://mail.yorku.ca) in order to log in to the computers during lab, the DM server, and to log in to Moodle.

If you log in to Moodle, and the list of courses you are enrolled in does not show up, you need to email York Moodle support, describe the problem, and request that the problem be fixed.
All assignment websites will be graded on a Mac computer with a similar configuration to the ones in the ATLL Lab. Test assignments on a Mac before hand-in, when possible.

For backing up your course work and transporting it between lab computers and other computers you use regularly, we recommend that you purchase a USB key drive and bring it to lab. You may be able to download and install software on your home computer that allows transfer of files through the internet; this requires downloads and often a few rounds of testing and troubleshooting.

**Course Fees:**

*Supplementary Course Materials Fee:*
Each student pays $35 above the price of tuition. This covers student's space on the server and licensing of software for the lab. It is included automatically with your tuition.

*Art and Technology Learning Lab (ATLL) Card (for ACW 102):*
If you plan to use the lab outside of your class time, you must purchase a Digital Media Lab Card. Lab Cards are $25 for the year, or $15 for one term.

The Digital Media Lab Card can be purchased in the front desk of the Computational Arts/Visual Arts and Art History office, located on the second floor of the Goldfarb Centre for Fine Arts.
The office is usually open Monday to Friday, 8:30am–4:30pm.
Pay for your ATLL card using your YU card. Cash is no longer accepted.

Once you have paid, take your receipt to Frank Tsonis (the lab technician) in ACW 102 and he will issue you an actual ATLL card.

**Cell Phones and Mobile Devices:**

Turn off your phones/devices, or set them to quiet mode during lecture and tutorials.
If you receive a *desperately important* call, quietly get up and leave the room before answering. You are responsible for any material missed.

It should go without saying that it is rude to email, text or answer/make calls while an instructor is conversing with you, especially one-on-one –whether during class, office hours, or appointments. The instructors' time is very valuable and is often under great demand. Don't waste the time we have to spend with you on calls, messaging, or email.

Repeated infractions will result in the individual in question losing the immediate, individual time slot (or moment for help) from the instructor. If the reoccurring issue is during lab, other students will be helped first, with the individual in question being helped last (assuming time permits any help at that point).

**Academic Accommodation:**

If you require accommodation due to a documented disability, you must submit a letter from Counseling & Disability Services to the Course Director at the beginning of the course.
Students must submit requests for accommodation for each quiz date to the Alternate Test/Exam Scheduling Service:
[link]

Important Course Information For Students

All students are expected to familiarize themselves with the following information:
- Academic Honesty Policy and Procedures
  [link]
- Academic Integrity Website - [link]
- Accessibility/Disability Services: course requirement accommodation for students with disabilities, including physical, medical, learning and psychiatric disabilities [link]
- Accommodating Students with Disabilities (York Senate Policy)
  [link]
- Ethics Review Process for research involving human participants
  [link]
- Religious Observance Accommodation
  [link]
  and [link] for Religious Accommodation Agreement Form – Final Examinations.
- Student Conduct - [link]

Many courses utilize Moodle, York University’s course website system. If your course is using Moodle, click here to access it.

Moodle @ York University