COURSE CALENDAR DESCRIPTION

The entire class collaborates on the realization of one or two ambitious projects. Students will work together as a development team by taking on roles where they focus on specific aspects of the project (such as Director, Designer, Artist, Programmer, Sound engineer, Interaction Designer, Publicity). The development team structure is modeled on teams used in large-scale project development within fields related to Digital Media, such as contemporary art practice, game development, creative software development, and interactive experience development that rely on multi-stakeholder collaboration and interdisciplinary research. Projects may incorporate partnerships with York-based Faculties, Departments, or research teams depending on the focus of the project. The nature of the project will vary from year to year, but will be a significant work in the field of Digital Media. The Instructor(s) will prepare a general description of the project(s) at the beginning of the course. The details of the project(s) will be developed as part of the class activities. As part of the project development and execution students will be expected to prepare presentations, posters, and a written paper. The culmination of this course will be a final presentation, which will be open to the public. In addition to group assignments, students are evaluated based on their individual contribution, teamwork, presentations, and other deliverables as appropriate. Prerequisites: Only open to students the Digital Media Specialized Honours BA program, and FA/DATT 2050 3.0 or FA/DATT 2100 3.0, and LE/EECS 2030 3.0. Course credit exclusion: FA/DATT 3701 6.0.

In this year long studio course the entire class collaborates on the realization of one or two ambitious projects. Students will work together as a development team by taking on roles where they focus on specific aspects of the project (such as Director, Designer, Artist, Programmer, Sound engineer, Interaction Designer, Publicity). The development team structure is modeled on teams used in large-scale project development within fields related to Digital Media, such as contemporary art practice, game development, creative software development, and interactive experience development that rely on multi-stakeholder collaboration and interdisciplinary research. Projects may incorporate partnerships with York-based Faculties, Departments, or research teams depending on the focus of the project. The nature of the project will vary from year to year, but will be a significant work in the field of Digital Media. The course instructor(s) will prepare a general description of the project(s) at the beginning of the course. The details of the project(s) will be developed as part of the class activities. As part of the project development and execution students will be expected to prepare presentations, posters, and a written paper. The culmination of this course will be a final presentation, which will be open to the public. In addition to group assignments, students are evaluated based on their individual contribution, teamwork, presentations, and other deliverables as appropriate. Prerequisites: Only open to students the Digital Media Specialized Honours BA program. FA/DATT 2050 3.0, FA/DATT 2100 3.0, and LE/EECS 2030 3.0 Course credit exclusion: FA/DATT 3701 6.0

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>Sinclair, Donald</td>
<td>Sec. M / STDO / W</td>
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<td></td>
</tr>
<tr>
<td>Hughes, Dafydd</td>
<td>Sec. M / STDO / W</td>
<td><a href="mailto:dafyddh@yorku.ca">dafyddh@yorku.ca</a></td>
<td></td>
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</tbody>
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SPECIAL FEATURES
This is a project-based course that relies extremely heavily on group work. Attendance, collaboration, initiative, responsibility, and respect for each other are crucial for the successful development and completion of quality work. Students will work in a variety of small and medium sized groups in order to research, present and develop different aspects of work in the course.

LIST OF LEARNING OUTCOMES AND EXAMPLES OF

At the completion of the course, students will:
- Understand the processes involved in the realization of an ambitious work in the field of Digital Media.
- Gain experience working in a multi-stakeholder development environment which requires a balance of teamwork and individual motivation.
- Manage development processes while considering a variety of constraints put forth by the other teams and partner influences.
- Understand and implement research and investigative methodologies that lead to innovation in Digital Media.
- Refine advanced multimedia presentation skills.
- Critically engage with Digital Media works in relation to the completion of a project.
- Identify gaps in knowledge and skills required to complete a project and propose and implement strategies to acquire those skills in a group context.

GRADED ASSESSMENT

- Pitches 15%
- Prototype 15%
- Festival Submission 10%
- Final Project 30%
- Reflection Paper 20%
- Participation 10%

ADDITIONAL INFORMATION

This course will use Moodle as the primary online communication tool. http://moodle.yorku.ca/
As well, Trello https://trello.com and Github http://github.com/ for project tracking and development.

Academic Honesty and Integrity

York students are required to maintain high standards of academic integrity and are subject to the Senate Policy on Academic Honesty (http://www.yorku.ca/univsec/policies/document.php?document=69).
There is also an academic integrity website with complete information about academic honesty. Students are expected to review the materials on the Academic Integrity website (http://www.yorku.ca/academicintegrity).

Access/Disability

York provides services for students with disabilities (including physical, medical, learning and psychiatric disabilities) needing accommodation related to teaching and evaluation methods/materials. These services are made available to students in all Faculties and programs at York University.
Students in need of these services are asked to register with disability services as early as possible to ensure that appropriate academic accommodation can be provided with advance notice. You are encouraged to schedule a time early in the term to meet with each professor to discuss your accommodation needs. Please note that registering with disabilities services and discussing your needs with your professors is necessary to avoid any impediment to receiving the necessary academic accommodations to meet your needs.

The last day to drop this course without receiving a grade is March 13, 2020
Additional information is available through Counseling & Disability Services at www.yorku.ca/cds or from disability service providers:

- **Office for Persons with Disabilities**: N108 Ross, 416-736-5140, yorku.ca/opd
- **Learning and Psychiatric Disabilities Programs - Counseling & Development Centre**: 130 BSB, 416-736-5297, yorku.ca/cdc
- **Atkinson students - Atkinson Counseling & Supervision Centre**: 114 Atkinson, 416-736-5225, yorku.ca/atkcssc
- **Glendon students - Glendon Counseling & Career Centre**: Glendon Hall 111, 416-487-6709, glendon.yorku.ca/counselling

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

Moodle @ York University