

Course Syllabus: EDPX 3990
EDP Undergraduate Capstone – Winter 2016
<http://www.du.edu/~tweaver2/edpx3990>
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(please e-mail 24 hrs prior to meeting for confirmation)

COURSE OVERVIEW

This course provides time and guidance for individual students to develop complex works that are a culmination of their EDP studies. All projects will need to synthesize the principles of experience, emergence, and engagement taught throughout the program. All projects will require both writing and making, the balance of these two to be determined by the nature of the work.

The conceptual framework of this capstone course will be to synthesize, expand, establish and sustain the creative practice of class participants within the domain of emergent digital practices. The course will build upon an existing knowledge and project base with considerations for psychological, social and cultural context; artistic/design philosophy; media literacy; access; semiotics; identity; content delivery architectures; venture funding; venue development and dissemination of new media. The course will specifically extend these concepts into practice by employing an established foundation of works as ground for upgrade/transformation to professional-grade materializations, venue participation and distributions. This materialization will be integrated as core elements for the construction of domain identity, collateral and infrastructure for continued professional investigations and practice.

Essential to the conceptual and domain-base of the course framework, project endeavors and ventures will be the grounded with sustainable elements, collateral, support networks and strategies in relation to professional and creative trajectories, praxis and survival.

Emphasis in this course is on professional grade materialization of individual explorations as new media artists, designers and developers and development of a network of support to sustain a future of professional creative endeavors, ventures and careers.

COURSE OBJECTIVES

:: t h e o r y ::

:: Expand the theoretical concepts that form the foundations of new media praxis, design, developments and equivalents/translations from multidisciplinary art forms and art history;

:: c o n t e x t ::

:: Build further insight into the psychological, cultural and social contexts which define the environment of interactive media access and interpretation and lay the foundation for the evolution of future creative investigations;

:: t e c h n i q u e ::

:: Broaden an appropriate base of digital tools and technique for the realization of works that amplify the language of interactive new media;

:: c r i t i c a l d i a l o g u e ::

:: Perpetuate an evolving vocabulary and language for the enablement of critical dialogue/analysis, and social engagement of interactive works, expansion of new media theory and exchange of ideas and criticism;

:: Foster a collective diversity of criticism that promotes experimentation, research, and affirmation of new creative thought, identity, and possibilities;

:: domain ::

:: propagate the exploration, professional development and identity within the domain ecologies of new media

:: sustainability ::

:: Establish a utilitarian resource-base for establishing an outlook of sustainability and facilitating a sustainable creative praxis

:: venture ::

:: Establish insight, networking and resources for creative venture proposal, development and funding and realization.

:: network ::

:: Develop an inclusive group environment for the questioning, discussion, and exploration of the potential directions and fate of contemporary new media artists and their work for the near future;
:: Expand a collaborative and cooperative network among class participants for future creative endeavors outside the academic institution; and

:: resource ::

:: Establish resources as a platform and expansive points of reference to connect future creative ventures with sustainable praxis.

COURSE POLICIES

In order to meet course objectives the following requirements are critical to the attainment of an inclusive environment that is supportive to all participants:

Attendance

Attendance is mandatory. 2 unexcused absences constitutes the drop of 1 letter grade (2 lates=1 absence). An unexcused absence from any critique or portion of a critique will constitute the drop of 1 letter grade for the quarter. An unexcused absence from the final critique will constitute a failure (F) for the quarter.

disability and/or medical accommodation

Any student who feels s/he may need an accommodation based on the impact of a disability or medical condition should contact the Disability Services Program to coordinate reasonable accommodations. They are located on the 4th floor of Ruffatto Hall; 1999 E. Evans Ave. 303.871. / 2372 / 2278/ 7432. Information is also available on line at <http://www.du.edu/disability/dsp>; see the Handbook

Participation

Active and supportive participation in all project critiques, discussions, and presentations will be expected from all group members.

Professionalism

A professional level of attention, courtesy and respect will be shown during presentations, lecture and critiques among all course colleagues. This necessitates that there is no cellphone, no texting and no laptop distractions during class presentations, discussions or exchanges.

Quality of Work

All creative work under consideration for critique or discussion under this course should be of a completed/finished quality that warrants the attention and respect of your cohorts. No excuses, or explanations.

Grading

Work will be graded on the basis of fulfillment of course requirements combined with an assessment of assigned work. This assessment will be weighed in terms of degree of effort/

creativity, participation and individual growth. Grades will be assigned according to the University Policy as follows:

- A superior/excellent
- B good/better than average
- C competent/average
- D minimum passing
- F failing

PROJECTS - IMPLEMENTATION OF OBJECTIVES

SUPPORT MATERIALS

As support to individual projects the following will be maintained and sustained for reference throughout the session and referred to in 1 on 1 sessions with the instructor::

1) Project documentation/media blog and sketchbooks/journals (35% of grade) will be maintained weekly by each course participant. You are required to produce 10 entries that track the progress of your capstone project development and materialization. Online and hardcopy sketchbook/journals should compile all rough project ideas, dialogues, references, collateral, sketches, writings, storyboards, architectures and related materials to the work concepts, design, progress and documentation of finished works. This blog will be scraped, evaluated and archived every 2 weeks for grading.

2) A professional opportunities/project calendar, (10% of grade) log and plan will be developed, maintained and referenced through the course of the quarter. Documentation of this plan will be submitted at mid-term and as final materials. This opportunities plan should include scheduled milestones and development plan for your project, a log of professional opportunities related to EDP career development (artists/designers/developers), venue/venture profiles/contacts and dates for current and future submission of your work (completion date plus 1 year) and required materials for submission.

4) Attendance and corresponding summary write up for 3 cultural events over the course of the quarter are required. Summary write up will be submitted by e-mail to the instructor within 2 weeks of the attendance at the event. The write up should include the where, what, when of the event; the format, target audience and cultural objective of the event; and what was the significant cultural experience of the event.

INDIVIDUAL PROJECTS & PRESENTATIONS:

Creative venture << : >> Sustainable praxis

Contributing elements to the capstone project will be experimental connections on your path to the realization of the final project, support materials and the bridging of your creative venture to a sustainable creative praxis. These preliminary projects may be relied upon as meta data elements for the development and assembly of your final work and yield supporting documentation of the underlying process involved in realizing the final project.

Project breakdown is as follows:

Project 1 – PITCH/creative venture mappings (15% of grade). This project will deliver a 15 minute media presentation of your creative venture for your capstone project. The work may be an expanded software/new media artwork prototype, a or a new media-based research investigation. Presentation materials will be uploaded to your personal doc/media blog. This work will be experimentally refined and extended through the quarter for an upgrade iteration to professional grade status of the final project.

Included in this presentation will be:

- 1) an introduction via your creative philosophy to you as an artist/designer/developer,

- 2) the demonstration of this philosophy in practice through a presentation/demonstration of materialized work that underwrites this identity/philosophy,
- 3) a mapping of the proposed expansion of a work to a professional-grade version/iteration

also included in this project will be the following mappings that you will upload and discuss on your documentation/media blog:

- 1) a mapping of the social to aesthetic & technical interactions and relevance of the work
- 2) a mapping of your long term professional plan for creative sustainable praxis
- 3) a map of the plan for your proposed project venture of the work that will be undertaken over the quarter and beyond.

This presentation will assist in defining/delineating your present or evolving specialty domain in electronic media/your creative footprint. These materials will be integrated into the design documents of Project 2 (below) and be your conceptual maps for realization of the final professional grade project for this course.

Project 2 – the PITCH - Build Documents/Prototype components: Presentation (20% of grade). This mid-term presentation will be developed and materialized concurrently with your final project for the quarter. This presentation is part in progress reporting and part proposed forecast of outcome(s) and will be your project build documents for the quarter. This project will deliver a 15 minute PITCH presentation building on your domain/design/funding elements that form the backbone of your realized creative venture for the quarter.

The presentation focus will be on a definitive plan for project venture for exhibition/distribution/sanctioning of the work that is currently in progress w/ reference to your creative domain identity, your project design and funding with notations on sustainability-based details.

This collateral should be composed of:

- 1) media assets that will act as collateral, infrastructure, and support for delivery and credibility of your creative venture, and
- 2) implementation and materialization of these assets as multi-channel vehicles for the distribution, exhibition, sanctioning and promotion of your creative endeavors. These channels should be integrated in terms of their identity and branding and coordinated/reinforced with relation to professional and project content.
- 3) layout of proposed budget and funding of venture and identified material and technical needs and sources w/ timeline.
- 4) in-progress timeline and milestone for creative venture realization.

Presentation materials of these build documents will be uploaded to your doc/media blogs.

Final Project Critique/Distribution (50% of grade). The final project will realize the plans and designs from Project 1 and 2 above and be implemented and distributed as a completed professional package of your project work both as online and material based distributions.

Final submission of work will include the following:

Final Deliverables:

A Venture/PITCH package will include:

- 1) submission of Final Project as online demo and documentation as video or interactive collateral
- 2) an integrated Artist's Statement/Philosophy
- 3) an Artist's CV summarizing past works, involvement or identity.
- 4) file/entry referencing a dissemination plan for the work.
- 5) budgetary details w/ coordinated/extended development timeline to next iteration

All materials will be uploaded to your documentation/media blog previous to final meeting.

TEXTS AND READINGS

Assigned readings assignments will be made available via required text and on-line sources, from the EDPX 3990 course files and associated blog. Locations of assigned readings will be noted on the course website and schedule page links and the EDPX 3390 Capstone course blog at: <<http://creatingpraxis.wordpress.com>>

All deadlines for readings, listenings and viewings will references on the course website at: <http://www.du.edu/~tweaver2/edpx3990/schedule.html>

Supporting texts/resources

The following supporting texts are suggested additional sources for reference and consultation:

New media/design theory

"In the Bubble: Designing in a Complex World", John Thackara, MIT Press, 2006

"A New Philosophy of Society, Assemblage Theory & Social Complexity" Manuel Delanda, Continuum, 2006

New Philosophy for New Media, Mark Hansen, MIT Press, 2004

Sustainable design - general

"The Sustainability Revolution" Andres Edwards, 2005. New Society Publishers

"Massive Change and the Institute Without Boundaries" Bruce Mau, 2005, Phaidon

"Global Brain", Howard Bloom, 2000, John Wiley & Sons

"Cradle to Cradle: Remaking the Way We Make Things," Wm. McDonough, M. Braungart, 2002, North Point Press

Bioculturalism / biomimetic design

"Biomedica", Eugene Thacker, 2004, Univ of Minnesota Press

"Meta-creation Art & Artificial Life" Mitchell Whitelaw, 2003, MIT Press

"Computational Beauty of Nature", Gary William Flake, 1999, MIT Press

"Biomimicry - Innovation Inspired by Nature", Janine Benyus, 2002, Harper Collins

additional references can be found on the course website resources page at >

<http://www.du.edu/~tweaver2/edpx3990/resources>

CLASS SCHEDULE – EDPX 3990, EDP Undergraduate Capstone, Winter 2016

{NOTE: schedule subject to adjustments: see website schedule page for latest updates}

Week 1-A (1/4) intro	Course Introduction/overview, review of EDP studio policies Instructor introduction Student Introductions
Week 1-B (1/6) think	Artist/Designer/Developer Philosophies Creative maps
Week 2-A (1/11) think	Sustainable creative praxis - resources 1 EDP subdomains and support groups 1 on 1 project 1 review - Studio work day
Week 2-B (1/13) make	Project PITCHing 1 on 1 project 1 review Studio work day
Week 3-A (1/18) no class	NO CLASS/Martin Luther King Day
Week 3-B (1/20) show	Presentation: Creative venture mappings
Week 4-A (1/25) show	Presentation: Creative venture mappings
Week 4-B (1/27) think/make	Sustainable creative praxis – resources 2 1 on 1 project 1 review - Studio work day
Week 5-A (2/1) think	1 on 1 project 1 review Studio work day
Week 5-B (2/3) make	1 on 1 project 1 review - Studio work day

MIDTERM

Week 6-A (2/8) show	Presentation: the PITCH - Build Documents
Week 6-B (2/10) show	Presentation: the PITCH - Build Documents
Week 7-A (2/15) think	Funding & Venture Launch 1 on 1 project 1 review - Studio work day
Week 7-B (2/17) make	1 on 1 project 1 review - Studio work day
Week 8-A (2/22) make	Professional networks 1 on 1 project 1 review - Studio work day
Week 8-B (2/24) make	Tech demo 1 on 1 project 1 review - Studio work day
Week 9-A (3/29) make	Tech demo 1 on 1 project 1 review - Studio work day
Week 9-B (3/2) make	Studio work day
Week 10-A (3/7) show	Final Project Presentation/Critique/Distribution
Week 10-B (3/9) show	Final Project Presentation/Critique/Distribution
FINAL MEETING Thursday, 3/10 6 - 7:50PM	Final Deliverables - Venture/PITCH prospectus package will include: 1) submission of Final Project as online demo and documentation as video or interactive collateral

DELIVER	2) an integrated Artist's Statement/Philosophy 3) an Artist's CV summarizing past works, involvement or identity. 4) file/entry referencing a dissemination plan for the work. 5) budgetary details w/ coordinated/extended development timeline to next iteration All materials will be uploaded to your documentation/media blog previous to final meeting.
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Syllabus Agreement

EDPX 3990: EDP Undergraduate Capstone, Winter 2016

I have read the syllabus for EDPX 3990: EDP Undergraduate Capstone completely. My questions and concerns have been addressed at this date. I understand the content of the course and what is expected of me.

Name _____ Student# _____ e-mail _____

Signature _____ date _____