ARIZONA STATE UNIVERSITY

GENERAL STUDIES PROGRAM COURSE PROPOSAL COVER FORM

Courses submitted to the GSC between 2/1 and 4/30 if approved, will be effective the following Spring.

Courses submitted between 5/1 and 1/31 if approved, will be effective the following Fall.

(SUBMISSION VIA ADOBE.PDF FILES IS PREFERRED)

DATE January 24, 2012

1. ACADEMIC UNIT: Humanities Arts and Cultural Studies

2. COURSE PROPOSED: IAP 103 Foundations I: Interdisciplinary Digital Media 3
   (prefix ) (number) (title) (semester hours)

3. CONTACT PERSON: Name: Patricia Clark Phone: 602 543 6054
   Mail Code: 2151 E-Mail: patricia.clark@asu.edu

4. ELIGIBILITY: New courses must be approved by the Tempe Campus Curriculum Subcommittee and must have a regular course number. For the rules governing approval of omnibus courses, contact the General Studies Program Office at 935-0739.

5. AREA(S) PROPOSED COURSE WILL SERVE. A single course may be proposed for more than one core or awareness area. A course may satisfy a core area requirement and more than one awareness area requirements concurrently, but may not satisfy requirements in two core areas simultaneously, even if approved for those areas. With departmental consent, an approved General Studies course may be counted toward both the General Studies requirement and the major program of study. (Please submit one designation per proposal)

   Core Areas
   Literacy and Critical Inquiry—L □
   Mathematical Studies—MA □ CS □
   Humanities, Fine Arts and Design—HU □
   Social and Behavioral Sciences—SB □
   Natural Sciences—SQ □ SG □

   Awareness Areas
   Global Awareness—G □
   Historical Awareness—H □
   Cultural Diversity in the United States—C □

6. DOCUMENTATION REQUIRED.
   (1) Course Description
   (2) Course Syllabus
   (3) Criteria Checklist for the area
   (4) Table of Contents from the textbook used, if available

7. In the space provided below (or on a separate sheet), please also provide a description of how the course meets the specific criteria in the area for which the course is being proposed.

The IAP 103 Foundations 1: Interdisciplinary Digital Media course meets the criteria for a HU designation by providing students with a historic, theoretic, and aesthetic foundation in contemporary arts concepts, traditions, and practice as they relate to the meaning, function, and creation of digital media art. Students study international and culturally diverse artists and art forms during class lectures and idea development exercises. They write critical papers on art events attended throughout the semester and are encouraged to participate in cultural activities in their communities. Students learn design concepts and theory by studying artists from American, European, Asian, Middle Eastern, Latin American, African and other cultures whose work either led to, or currently involves, new media and then apply these influences to creative projects. They engage in conceptual development and the creation of written plans for individual and collaborative works, basing their projects on current and past examples of media art as the vehicle for the ideas and aesthetics they have encountered in works presented through course lectures, demonstrations, and hands-on practice.

Rev. 1/94, 4/95, 7/98, 4/00, 1/02, 10/08
Course Objectives include:

To expose students to different examples of digital media used in late 20th and 21st century arts: performance, installation, interactive, sound, visual arts, graphic arts, etc.

To learn and apply the language(s) of digital media in the arts via contextual use in both aural and written modes: in demos, lectures, discussions, idea development, etc.

To become familiar with different forms of digital media production outcomes: live and mediated performance and installation in fine art, internet, disc technologies, video, sound, wireless devices, interactive systems, digital image transfers (prints, giclee, metals, etc);

To gain experience with viewing, analyzing, and critiquing of digital media art forms.

To gain hands-on experience in the creation of digital media forms: Still Imagery, Moving Imagery, Aural Imagery, and basic Interactivity.

CROSS-LISTED COURSES: ☑ No ☐ Yes; Please identify courses: __________________________

Is this an unsection course?: ☑ No ☐ Yes; Is it governed by a common syllabus? _________

Marlene Tromp  
Chair/Director (Print or Type)  
Date: 2/1/12  
Chair/Director (Signature)
IAP 103 Foundations I: Interdisciplinary Digital Media
Course Description

This course is designed to present the basic aesthetic concepts and language of late 20th and 21st Century digital media in the arts for interdisciplinary application. The approach will be to demonstrate concepts in the use of digital media in art through lecture, hands-on practice and examples that are based in interdisciplinary and culturally diverse art expressions. This course uses source media supplied by the instructor.
Rationale and Objectives

The humanities disciplines are concerned with questions of human existence and meaning, the nature of thinking and knowing, with moral and aesthetic experience. The humanities develop values of all kinds by making the human mind more supple, critical, and expansive. They are concerned with the study of the textual and artistic traditions of diverse cultures, including traditions in literature, philosophy, religion, ethics, history, and aesthetics. In sum, these disciplines explore the range of human thought and its application to the past and present human environment. They deepen awareness of the diversity of the human heritage and its traditions and histories and they may also promote the application of this knowledge to contemporary societies.

The study of the arts and design, like the humanities, deepens the student’s awareness of the diversity of human societies and cultures. The fine arts have as their primary purpose the creation and study of objects, installations, performances and other means of expressing or conveying aesthetic concepts and ideas. Design study concerns itself with material objects, images and spaces, their historical development, and their significance in society and culture. Disciplines in the fine arts and design employ modes of thought and communication that are often nonverbal, which means that courses in these areas tend to focus on objects, images, and structures and/or on the practical techniques and historical development of artistic and design traditions. The past and present accomplishments of artists and designers help form the student’s ability to perceive aesthetic qualities of art work and design.

The Humanities, Fine Arts and Design are an important part of the General Studies Program, for they provide an opportunity for students to study intellectual and imaginative traditions and to observe and/or learn the production of art work and design. The knowledge acquired in courses fulfilling the Humanities, Fine Arts and Design requirement may encourage students to investigate their own personal philosophies or beliefs and to understand better their own social experience. In sum, the Humanities, Fine Arts and Design core area enables students to broaden and deepen their consideration of the variety of human experience.

Revised October 2008
Proposer: Please complete the following section and attach appropriate documentation.

### ASU - [HU] CRITERIA

**HUMANITIES, FINE ARTS AND DESIGN [HU] courses must meet *either* 1, 2, or 3 *and* at least one of the criteria under 4 in such a way as to make the satisfaction of these criteria a central and substantial portion of the course content.

<table>
<thead>
<tr>
<th>YES</th>
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<th>Identify Documentation Submitted</th>
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<td>1. Emphasize the study of values, the development of philosophies, religions, ethics or belief systems, and/or aesthetic experience.</td>
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<td>2. Concerns the comprehension and interpretation/analysis of written, aural, or visual texts, and/or the historical development of textual traditions.</td>
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<td>3. Concerns the comprehension and interpretation/analysis of material objects, images and spaces, and/or their historical development.</td>
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<td>4. In addition, to qualify for the Humanities, Fine Arts and Design designation a course must meet one or more of the following requirements:</td>
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<td>a. Concerns the development of human thought, including emphasis on the analysis of philosophical and/or religious systems of thought.</td>
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<td>b. Concerns aesthetic systems and values, literary and visual arts.</td>
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<td>c. Emphasizes aesthetic experience in the visual and performing arts, including music, dance, theater, and in the applied arts, including architecture and design.</td>
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<td>d. Deepen awareness of the analysis of literature and the development of literary traditions.</td>
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### THE FOLLOWING ARE NOT ACCEPTABLE:

- Courses devoted primarily to developing a skill in the creative or performing arts, including courses that are primarily studio classes in the Herberger College of the Arts and in the College of Design.

- Courses devoted primarily to developing skill in the use of a language. However, language courses that emphasize cultural study and the study of literature can be allowed.

- Courses which emphasize the acquisition of quantitative or experimental methods.

- Courses devoted primarily to teaching skills.
<table>
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<th>Criteria (from checksheet)</th>
<th>How course meets spirit (contextualize specific examples in next column)</th>
<th>Please provide detailed evidence of how course meets criteria (i.e., where in syllabus)</th>
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<td>1 and 3</td>
<td>By studying a range of artists in the US and globally working with digital media in interdisciplinary art projects, students apply the methods, language, and aesthetics learned to written response papers, the creation and exhibition of individual works and collaborative projects, and by using the language from lectures, group discussions and critiques in oral presentations of their concepts, process, planning, and execution of class assignments.</td>
<td>Week One: Introduction to Course: Discussion: What is Digital Media? What art forms in the 20-21st century utilize digital media? What is the impact of digital media on the arts: on the concepts? On the artistic practice and processes? What does the dimension of time have to do with digital media? What terminology is needed to express one's ideas in digital media? Assignment: Students will create a digital composite image from various image sources for output to print and to the internet; Due second class of Week Three Week Four-Five: Sound, Music, and Audio Art: Discussion of Sound in 21st Century projects; demo of digital tools for arts creation: Assignment: Students will create a soundscape from various sources; Due second class of Week Five; Digital Journals due: email to instructor; Week Six-Seven: Project Theme: Call and Response: Memory and Memorials Discussion of the Year of the Humanities activities on all campuses and on West Campus; Assignment: Students will create, using Photoshop or Soundtrack Pro or other sound and imaging tools to create a piece for the ArtSpace West</td>
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Exhibition: Call and Response; Projects due in final presentation form: framed or on DVD/CD on October 20th during class.

Week Ten-Eleven: Digital Media in Installation and Performance Art: Discussion with examples of the uses of digital media in Installations and Performance Art; Assignment: Students will conceptually design an installation or performance art piece in collaborative groups for presentation with examples to the class: Written Project description Due second class of Week Eleven. Final Projects Due first and second class period of Week Fifteen. Digital Journals due Week Ten: email instructor

4b,c

By viewing artwork both in the classroom and in person, students make comparisons and contrasts of how digital media is applied to concepts in the late 20th/21st century. 3 written response papers that incorporate a critical analysis of interdisciplinary arts project examples, a digital journal, and written project descriptions and narrative scripts are assignments in which the student practices their understanding of the aesthetics, theories and working methods presented during the semester. Students then apply their findings in the form of creative assignments designed to reflect a thoughtful use of digital media in contemporary arts practice.

Projects and Class Assignments:
• Art Venue Response/Journals

Visit at least three art venues during the semester and write a three-page response paper for each location/event. Due at Weeks Five, Ten, and Fifteen

A digital journal to record ideas, planning notes, influences, sketches, etc. Due at Weeks Five, Ten and Fifteen

• Text/Graphic Assignment • Soundscape Assignment • Video Assignment: Creative Projects assigned relating to course material presented to include idea development, hands-on practice, student presentations, and outside assignments:

• Final project: A collaborative project that combines three of the topics covered in course material. Ideas will be presented in class. Refer to syllabus for exact due dates.
- Final written exam: to include terminology and essay questions.
Faculty: Patricia Clark
Office FAB N258, 602-543-6054
Office Hours: FRI 1-2pm; TU/TH 12:30-2pm
Email: patricia.clark@asu.edu
Mobile: 480-518-3670

Course Description:
This course is designed to present the basic aesthetic concepts and language of late 20th and 21st Century digital media in the arts for interdisciplinary application. The approach will be to demonstrate concepts in the use of digital media in art through lecture, hands-on practice and examples that are based in interdisciplinary and culturally diverse art expressions. This course uses source media supplied by the instructor.

Objectives:
To expose students to different examples of digital media used in late 20th and 21st century arts: performance, installation, interactive, sound, visual arts, graphic arts, etc.

To learn and apply the language(s) of digital media in the arts via contextual use in both aural and written modes: in demos, lectures, discussions, idea development, etc.

To become familiar with different forms of digital media production outcomes: live and mediated performance and installation in fine art, internet, disc technologies, video, sound, wireless devices, interactive systems, digital image transfers (prints, g-clee, metals, etc);

To gain experience with viewing, analyzing, and critiquing of digital media art forms.

To gain hands-on experience in the creation of digital media forms: Still Imagery, Moving Imagery, Aural Imagery, and basic Interactivity.

Class Requirements:
Text: No specific text is required. Students will utilize assigned readings from the attached bibliography.

Students are required to keep a weekly journal for class notes and personal reflections.

Students will be required to complete assignments related to the topics of discussion in the course material.

Students will be required to write response papers to guest lectures, art venues visited during the semester (3).

Students will be required to complete a Final Exam essay on digital media arts utilizing vocabulary and processes utilized during the course.

All Students must have an ASU Rite ID by the second class meeting. This course is on MyASU and assignments, resources and tutorials will be posted regularly. Students are required to check each week for announcements and other course related documents.
Student media will need to be backed up onto CD, DVD, jump drive (sound and image) or onto a Firewire drive or to your ASUspace.

Projects and Class Assignments:

• In Class and Out Class Assignments will include:
  • work assigned relating to course material presented to include hands-on projects, student presentations and outside assignments
  • visit to three art venues during the semester and write a three page response paper for each location/event.
  • Final project: a collaborative project that combines three of the topics covered in course material. Ideas to be presented in class. Refer to syllabus for exact due dates.
  • Final written exam: to include terminology and essay questions.

Grading:

• Art Venue Response/Journals 15%
• Text/Graphic Assignment 15%
• Soundscape Assignment 15%
• Video Assignment 15%
• Final Project 20%
• Final Exam essay 20%

A plus/minus grading system will apply to this course:
A+, A, A-, B+, B, B-, C+, C, D, E. For the purpose of computing the GPA, the grade points assigned to each of the grades are: A+ 4.33, A 4.00, A- 3.67, B+ 3.33, B 3.00, B- 2.67, C+ 2.33, C 2.00, D 1.00, E 0.00.

Attendance:

Full attendance is required throughout the term. Up to one letter grade may be deducted from the final average for missing more than two classes. Whenever possible, please notify instructor if you intend to miss a class. Students are responsible for all readings, class notes, and assignments.

Course/Instructor Evaluation:

The course/instructor evaluation for this course will be conducted online 7-10 days before the last official day of classes of each semester or summer session. Your response(s) to the course/instructor are anonymous and will not be returned to your instructor until after grades have been submitted. The use of a course/instructor evaluation is an important process that allows our college to (1) help faculty improve their instruction, (2) help administrators evaluate instructional quality, (3) ensure high standards of teaching, and (4) ultimately improve instruction and student learning over time. Completion of the evaluation is not required for you to pass this class and will not affect your grade, but your cooperation and participation in this process is critical. About two weeks before the class finishes, watch for an e-mail with "ASU Course/Instructor Evaluation" in the subject heading. The email will be sent to your official ASU e-mail address, so make sure ASU has your current email address on file. You can check this online at the following URL: http://www.asu.edu/epoupdate/

Fall evaluations will be conducted between December 1 and December 10 (Reading Day), 2008.

This syllabus is subject to change.
Class Schedule:

Week One: Introduction to Course: Discussion: What is Digital Media? What art forms in the 20-21st century utilize digital media? What is the impact of digital media on the arts: on the concepts? On the artistic practice and processes? What does the dimension of time have to do with digital media? What terminology is needed to express one’s ideas in digital media?

Week Two-Three: 2D and 3D Digital Imaging and Graphic Design Arts:
Overview of 2D and 3D design principals; digital tools demo for arts creation;
Assignment: Students will create a digital composite image from various image sources for output to print and to the internet; Due second class of Week Three

Week Four-Five: Sound, Music, and Audio Art:
Discussion of Sound in 21st Century projects; demo of digital tools for arts creation;
Assignment: Students will create a soundscape from various sources; Due second class of Week Five; Digital Journals due: email to instructor;

Week Six-Seven: Project Theme: Call and Response: Memory and Memorials
Discussion of the Year of the Humanities activities on all campuses and on West Campus;
Assignment: Students will create, using Photoshop or Soundtrack Pro or other sound and imaging tools to create a piece for the ArtSpace West Exhibition: Call and Response; Projects due in final presentation form: framed or on DVD/CD on October 20th during class.

Week Eight-Nine: Video, DVD’s, CDs, Compression Modes:
Discussion of Digital Video roles in arts creation with examples; Discussion of production and post-production issues and techniques: demo of basic digital tools for arts creation;
Assignment: Students will create a one-minute video art piece from various sources for output to DVD and/or CD; Due during second class of Week Nine.

Week Ten-Eleven: Digital Media in Installation and Performance Art:
Discussion with examples of the uses of digital media in Installations and Performance Art;
Assignment: Students will conceptually design an installation or performance art piece in collaborative groups for presentation with examples to the class:
Written Project description Due second class of Week Eleven.
Final Projects Due first and second class period of Week Fifteen.
Digital Journals due Week Ten: email instructor

Week Twelve: Week Fourteen: Interactive systems (in performance, installation, online, gaming, etc.) Discussion with examples of various forms of interactivity used in the arts;
Assignment: Collaborative groups Production

Week Thirteen: Discussion and examples of the Internet and Personal digital devices as venues for arts creation
Assignment: Collaborative groups Production / Post-production

Week Fourteen: Working Days In Class
Assignment: Collaborative groups Production / Post-production: Students will use class time during week fourteen to work on collaborative final projects;

Week Fifteen: Class presentations of final projects.
Week Sixteen: Final written exam (essay) and Digital Journals Due: email instructor.