APPLICATION FOR NEW COURSE

Dep	partment/Division	offering course	ART	· · · · · · · · · · · · · · · · · · ·			
Pro	posed designation	and Bulletin descrip	otion of thi	s course			
a.		nber A-S 646 TE: If the title is lonnsible title (not exceed			luding s		ubtitled Required)
c.	Lecture/Discus	sion hours per week	_2		d.	Laboratory hours per we	ek <u>3</u>
e.	Studio hours pe	er week	3		f.	Credits	3
g.	Course descript	ion					
	in the area of In					sustained individual, techn nd either A-S 346 or A-S 3-	
h.	Prerequisites (it	fany)					
	A-S 200 and eit	her A-S 346 or A-S 3	47 or cons	ent of instructor,	or grad	luate enrollment.	
i.	May be repeated	d to a maximum of	6 credit	hours. When ide	ntified	e, maybe repeated for up t by different subtitle may b	
i. To t	May be repeated be cross-listed as	d to a maximum of	6 credit		ntified	by different subtitle may b	
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To b Effe Cou Will	be cross-listed as ective Date urse to be offered	Prefix and N Fall 2007 X Fered each year?	6 credit repeated	hours. When ide	ntified it hours	by different subtitle may be seen as be subtitle may be subtilled may be	es-listing department
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b.	Are facilities for teaching the course now available? If not, what plans have been made for providing them?	X	Yes	No
		,		

APPLICATION FOR NEW COURSE

What enrollment may be reasonably anticipated? 12					
Will this course serve students in the Department primarily?		X	Yes		No
Will it be of service to a significant number of students outside the Department? If so, explain.			Yes	X	No
There is a potential for advanced students in disciplines such as Design, Geography, and I	English to take	e this c	lass.		
Will the course serve as a University Studies Program course?			Yes	X	No
If yes, under what Area?		 			
Check the category most applicable to this course					
traditional; offered in corresponding departments elsewhere;					
X relatively new, now being widely established					
not yet to be found in many (or any) other universities					
Is this course applicable to the requirements for at least one degree or certificate at the University of Kentucky?		X	Yes		No
Is this course part of a proposed new program: If yes, which?			Yes	X	No
Will adding this course change the degree requirements in one or more programs? If yes, explain the change(s) below (NOTE – If "yes," a program change form must also be submitted.)	oe .		Yes	X	No
Attach a list of the major teaching objectives of the proposed course and outline and/or re					
If the course is 400G or 500 level, include syllabi or course statement showing differential students in assignments, grading criteria, and grading scales. X Check here if 400G-500.	ition for under	rgradua	ite and	i gradı	iate
Within the Department, who should be contacted for further information about the propos	sed course?				
Name Dorcen Maloney Phor	ne Extension	5509) 		

APPLICATION FOR NEW COURSE

Signatures of Approval:	
2/2/07	Ballelifer
Date of Approval by Department Faculty	Reported by Department Chair
Date of Approval by College Faculty	Reported by College Dean
*Date of Approval by Undergraduate Council	Reported by Undergraduate Council Chair
*Date of Approval by Graduate Council	Reported by Graduate Council Chair
*Date of Approval by Health Care Colleges Council (HCCC)	Reported by HCCC Chair
*Date of Approval by Senate Council	Reported by Senate Council Office
*Date of Approval by University Senate	Reported by Senate Council Office
*If applicable, as provided by the Rules of the University Senate	

Rev 7/06

Syllabus: A-S 646 Advanced Intermedia: Hacking in Art, and the Art of Hacking

Dmitry Strakovsky Assistant Professor Web Page: www.shiftingplanes.org Reynolds Building #211 email: dima@shiftingplanes.org

OFFICE HOURS

Email for appointment.

COURSE DESCRIPTION

This is a studio course specially designed for graduate students emphasizing sustained individual, technical and theoretical work in the area of Intermedia. Nine studio hours. Prerequisites: consent of instructor and graduate enrollment.

In this particular course we will investigate the hacking of consumer electronics and software programs. Social, legal, art historical and theoretical aspects of this practice will be addressed. Techniques for hacking various products will be presented and used for artwork production.

GRADUATE STUDENT LEARNING OBJECTIVES

- 1. To gain an ability to hack electronics and/or software
- 2. To understand social positioning of hacking in contemporary culture
- 3. Bring the hacking approach together with the hardware/software techniques acquired in previous classes
- 4. Development of a conceptual framework to tie the new skills to artistic advancement
- A small research project on the on the phenomenon of hacking and possible artistic uses
- 6. Complete one art project based on the material presented in class.

GOALS & EXPECTATIONS

This is an advanced level class. A high degree of individual research is expected. The work will be evaluated on its artistic merits above any technical achievement. Student research of installation history and *understanding of contemporary art climate* are the main goals of the class. Purely technical demos are for the purpose of learning a particular technology and will in no way be the goal of the final project!

BOOKS

"Circuit-Bending: Build Your Own Alien Instruments" By Reed Ghazala

WEBSITES

We will use information from the following websites:

http://terranova.blogs.com/ http://www.machinima.com/ http://processing.org/ http://puredata.info/ http://www.arduino.cc/

Individual internet-based research is highly encouraged.

FEES: There will be a \$75 Lab Materials Charge for this class. This money will go towards maintenance of computers, test equipment and purchasing of electronic part and fabrication materials.

Rules and Expectations:

You will be held responsible for the readings. You will have to share your thoughts with the class. The readings should not take up more than one hour of your time per week. If you have concerns about the readings or if you have a problem with reading, please come speak to me. WE WILL DISCUSS THE READINGS DURING THE FIRST HOUR OF CLASS (usually only one class per week)

Attendance policy:

A student's physical presence in the classroom is a prerequisite for active learning to occur. It is not enough that you do work at home on your own computer. If you are not in class during class time, you will be penalized as written below. TO BE COUNTED AS PRESENT, YOU MUST BE PRESENT FOR THE ENTIRE CLASS TIME UNLESS SPECIFICALLY EXCUSED BY THE INSTRUCTOR.

Student is allowed 3 excused absences and 1 unexcused. Each consecutive absence is an automatic 5% deduction from your final grade for the class. Coming to class late 4 times will result in 1 unexcused absence. Failure to appear in 8 classes (excused or unexcused) will result in automatic failure.

Late Assignment Policy:

Each class day an assignment is late a point is taken off.

GRADING SCALE FOR GRADUATE STUDENTS

On a 100 percent/point scale the breakdown of your grade is as follows:

 In-class discussion of the readings/websites Paper on the social phenomenon of hacking and possible artistic uses 	%15 %35
3. Final Project	
Proposal	%10
Execution	%25
Presentation	%5
Exhibtion Proposal	%10

A work requires great imagination, excellent craft and the total completion of the work.

B work is adequate but unimaginative.

C work will meet the requirements, but will lack in either skill or thought. For a graduate student, a C is an F

September 6:

LAB: soldering demo/review

September 11:

LAB: hacking a sound toy

"Circuit-Bending: Build Your Own Alien Instruments" By Reed Ghazala p.4-70

September 13:

LAB: Hacked Circuit + Computer + Processing Lecture: Corey Archangel + Paul Slocum

September 18:

LAB: Intro to computer game hacking. Discussion of TerraNova aggregate blog

September 20:

LAB: Quake Game Level Editors

Individual Meeting: research paper topic discussed

September 25:

LAB: Basic 3d modeling intro

Discussion of TerraNova aggregate blog

September 27:

LAB: Basic 3d modeling continued

Group Project: Create Second Life Account and begin running an art space in this virtual world

Discussion of pros and cons of a virtual world as an exhibition venue

October 2:

LAB:

Discussion of TerraNova aggregate blog

October 4: First draft of the final group project proposal due

LAB: Basic 3d modeling continued

October 9:

LAB: Continue exploration of the 2 virtual environments presented Discussion of TerraNova aggregate blog

October 11:

LAB: Bringing our previous software knowledge to the table: Processing+Arduino First-draft of the research paper due

October 16: Second draft of the final project proposal due

LAB: Bridging the gap between software and hardware - 3d worlds+consumer

hacked electronics

Individual Meeting: research paper discussed Discussion of TerraNova aggregate blog

October 18:

LAB: Bridging the gap between software and hardware continued

October 23:

LAB: Mini-exhibition in Second Life environment

Discussion of TerraNova aggregate blog

October 25:

LAB: Mini-performance with hacked instruments

"Circuit-Bending: Build Your Own Alien Instruments" By Reed Ghazala p.70-140

October 30: Final draft of the final group project proposal due

LAB: Hybrid performance → Second Life & hacked instruments

Discussion of TerraNova aggregate blog

Research paper due

November 1:

BEGIN FINAL PROJECT

BFA collaborative project begins. Lab demos

are stopped and individual directed research begins.

November 6: individual directed research

Discussion of TerraNova aggregate blog

November 8: individual directed research

November 13: individual directed research

November 15: FINAL PROJECT REVIEW

November 20: individual directed research
Discussion of TerraNova aggregate blog

November 22: individual directed research

November 27: individual directed research

November 29: individual directed research

December 4: CRIT

December 6: CRIT