Interactive Media
UMBC: ART 382 (sections 1 & 2)
& Art 649 (Spec. Topic Studio)
FALL 2013

Monday & Wednesday
sec. 1 : 10:00am - 11:50am
sec. 2 : 2:00pm - 3:50pm
Room: FA112

Instructor: Ryan Smith, MFA
email (for students): ryansmithstudent@aol.com
office hours: by appointment only

Course Description:
This class offers a foundation to interactive media through research, readings, and
discussions on various topics including historic perspectives and new media art. The
course provides an introduction to the diverse scope and potential of screen-based
interactive media. Emphasis is placed on the production and critique of projects that
explore interactive navigation, non-linear narrative, interactive animation and sound in
2D environments. The primary goal of this course is to provide students with an
industry based, real world practice. Basic scripting concepts, tools and techniques,
visual concepts, and integration of various media are introduced to provide students
with the necessary skills to begin exploring their own creative approaches to
interactivity.
(prerequisite: Visual Concepts IV: Time-based Media, ART 213)

What we will cover:

Interface Design, Design Architecture,
Navigation, and Usability
Various Forms of Multimedia (image, sound, animation, video)
Internet Based Art, Web Design Basics
Adobe Flash
Scripting Languages: HTML, CSS, ActionScript 3.0, and maybe some Java

Application Software That We Will Use:

TextEdit (or something that has a plain text option)
A Web Browser (Firefox, Safari, Explorer, etc.)
Adobe Flash (CS4 or CS5 or CS6)
Adobe Media Encoder (comes with Flash)
Photoshop (any version)
an FTP interface (we will talk more about this later)
Dreamweaver (optional)
iTunes (optional)

Suggested Reading:

On the internet:

www.developphp.com/list_flash_video.php
www.w3schools.com
www.w3schools.com/css
www.w3.org
www.w3.org/standards/webdesign
www.sitepoint.com/anatomy-web-fonts
www.net-art.org
rhizome.org

Books:

Foundation Flash CS4 [CS5 or CS6] for Designers, by Tom Green
great for students who have never used Flash, or are just getting started

Learning ActionScript 3.0, by Rich Shupe and Zevan Rosser
great for students who want to learn more about AS3.0

Internet Art
By Rachel Greene

Thinking with Type
By Ellen Lupton

Required Materials:

a flash drive or hard drive: 2GB or more (some external device to store your work on)
*Personal Web Space (UMBC user accounts are fine)
a sketchbook, something not too big, about 8x10 inches (for notes and sketches)
(suggested) a digital camera

Course Policies:

Attendance is mandatory. You are expected to come to all the classes this semester.
Attendance will affect your grade for the class. Always tell the teacher why you missed
a class.
You can email any good excuses to:
ryansmithstudent@aol.com

If you come in late, then talk to the teacher after class. Otherwise you will be marked as
absent. If you are significantly late 2 times, then it will count as 1 absence.

While absent from class, it is your responsibility to learn the material that you might have missed. If you are having trouble because you missed class, then contact another student outside of class.
note: Get phone numbers and email addresses of 3 other students in this class (now).

Class participation will affect your grade. In addition to being in class, you are expected to come prepared, and say something during class discussions and critiques. Asking intelligent questions, will always get you class participation points. Speak up. Please stop me, get me to elaborate, ask me to repeat myself, or slowdown.

During Class: do not text, never get on Facebook, do not use this time to check your email, do not play games, don't do any online shopping, and don't fall asleep. If you find yourself getting bored, then be productive; work on a project, or just draw. But, don't be a distraction to others. If you are starting to fall asleep, then excuse yourself, and leave the room.

Due Dates should be taken seriously.
Always turn in something by the due date, even if it is incomplete.

Attitude: It does not matter if you are working with a client, a colleague, or for your manager, your attitude affects your job. A bad attitude can cause you to lose a promotion, lose a client, or get you fired. In this class your attitude affects your grade.

Grading:
Project grades will be averaged at the end of the semester, and determine the majority of your final grade. (70%)
-The grades for these projects will be based on your attention to detail, organization, consistent aesthetic style, and the ability to follow directions
-Projects should be turned in on time
-You will be asked to present your work in class. Presentations affect your grade.
-Preliminary sketches and/or evidence of research will be collected with your projects.

Homework, classwork, quizzes, and/or reading (20%)
-You will be given homework assignments to help you prepare for your projects.
-There may be some quizzes.
-You will be expected to read (or watch) some material, and write some responses.

Class Participation & Attendance (10%)
-You are expected to come to every class prepared, on time, and ready to learn.

Late work always gets a C or less.

Academic Dishonesty & Plagiarism will not be tolerated. Do not cheat. Do not copy the work of other students and artists. If you use someone's work, or are heavily influenced by someone's work, then give some credit to that person.

Support:

Special Assistance Notice
(from the Americans with Disabilities Act)
If you have a disabling condition that will require an accommodation in tests or class structure, please advise the instructor or the department accordingly.

Available Support:
I am here to help you. Please take advantage of the fact that I care about you, and want you to succeed.
Email me anytime. If you need help, then ask me.

Technical Support at UMBC:

umbc help desk: now located on the 1st floor of the library

UMBC Division of Information Technology (DoIT)
http://www.umbc.edu/doit

Computing Labs and Facilities
https://wiki.umbc.edu/pages/viewpage.action?pageId=29425681