

City University of Hong Kong

**Information on a Course
offered by School of Creative Media
with effect from Semester B in 2008 / 2009**

This form is for completion by the *Course Co-ordinator*. The information provided on this form will be deemed to be the official record of the details of the course. It has multipurpose use: for the University's database, and for publishing in various University publications including the Blackboard, and documents for students and others as necessary.

Please refer to the *Explanatory Notes* attached to this Form on the various items of information required.

Part I

Course Title: Digital Media and Moving Images

Course Code: SM5307

Course Duration: One semester (13 weeks)

Credit Units: 3

Level: P5

Medium of Instruction: English

Prerequisites: (Course Code and Title) Nil

Precursors: (Course Code and Title) Nil

Equivalent Courses: (Course Code and Title) Nil

Exclusive Courses: (Course Code and Title) Nil

Part II

Course Aims

The objectives of this studio course are twofold: to introduce computer programming as an artistic medium and to explore innovative and alternative forms of screen-based audiovisual expressions. Students will experiment with Max/MSP/Jitter, a graphical programming environment, to develop their creative ideas and implement their projects. They are expected to design and create their own tools to address the specific artistic and technical needs as required by their

respective projects. One of the main ideas of this class is to foster a holistic approach of audiovisual art-making in which the technology and artistic form of the work are closely integrated and informed by each other. Topics such as experimental cinema, interactive art, VJ, computer music and media performance will also be addressed in class in order to facilitate a cross-disciplinary understanding of the various contexts and issues of contemporary audiovisual art practices.

Course Intended Learning Outcomes (CILOs)

(state what the student is expected to be able to do at the end of the course according to a given standard of performance)

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighting (if applicable)
1.	Describe the basic concepts of computer programming for audiovisual media	
2.	Apply techniques of physical computing in art-making	
3.	Identify the characteristics of digital audiovisual art	
4.	Produce audiovisual works with the use of algorithmic techniques	

Teaching and Learning Activities (TLAs)

(Indicative of likely activities and tasks designed to facilitate students' achievement of the CILOs. Final details will be provided to students in their first week of attendance in this course)

CILO No.	TLAs	Hours/week (if applicable)
CILO 1	Workshops	
CILO 2	Workshops	
CILO 3	Lectures/Screenings	
CILO 4	Workshops/Critiques	

Assessment Tasks/Activities

(Indicative of likely activities and tasks designed to assess how well the students achieve the CILOs. Final details will be provided to students in their first week of attendance in this course)

CILO No.	Type of Assessment Tasks/Activities	Weighting (if applicable)	Remarks
CILO 1	Project #1		
CILO 2	Project #1		
CILO 3	Presentation		
CILO 4	Final Project & presentation		

Grading of Student Achievement: Refer to Grading of Courses in the Academic Regulations (Attachment) and to the Explanatory Notes.

Examination duration: Nil

Percentage of coursework, examination, etc.:

100% coursework

Grading pattern: Standard (A+AA-...F)

Grading is based on performance in assessment tasks/activities

Part III

Keyword Syllabus

Max/MSP/Jitter, artist software, computational cinema, new media art, digital audiovisual art, algorithmic techniques in art

Recommended Reading Text(s)

Dixon, Steve. Digital performance: a history of new media in theater, dance, performance art, and installation, Cambridge, Mass. : MIT Press, 2007.

Faulkner, Michael (ed.). VJ: audio-visual art + VJ culture, London: Laurence King, 2006.

Igoe, Tom. Making things talk, Cambridge, Mass: O'Reilly, 2007

Levin, Golan. "[Computer Vision for Artists and Designers: Pedagogic Tools and Techniques for Novice Programmers](http://www.flong.com/writings/)", 2006. (downloadable from <http://www.flong.com/writings/>)

Maeda, John. Design by numbers. Cambridge, Mass: MIT Press, 1999.

O'Sullivan, Dan. Physical computing. Muska & Lipman, 2004.

Reas, Casey and Ben Fry. Processing: a programming handbook for visual designers and artists. Cambridge, Mass: MIT, 2007.

Rowe, Robert. Interactive music system: machine listening and composing. Cambridge, Mass: MIT Press, 1993.

Shaw, Jeffrey (Ed.). Future cinema: the cinematic imaginary after film. Cambridge, Mass: MIT, 2003.

Winkler, Todd. Composing interactive music. Cambridge, Mass: MIT press, 1998.

Youngblood, Gene. Expanded cinema. New York: Dutton, 1970.

Online Resources

Artists/People/Group

Alva Noto	http://www.alvanoto.com/
Andrea Flamini	http://www.andreaflamini.com/
Avatar	http://www.lenomdelachose.org/
Camille Utterback	http://www.camilleutterback.com/
Casey Reas	http://reas.com/
Christian Moeller	http://www.christian-moeller.com/
Cory Arcangel	http://beigerecords.com/cory/
D-fuse	http://www.dfuse.com/
Diane Landry	http://www.clic.net/~dilandry/
Daniel Shiffman	http://www.shiffman.net/
David Rokeby	http://homepage.mac.com/davidrokeby/
Daito Manabe	http://www.daito.ws/
David Tinapple	http://www.davidtinapple.com/
Daniel Rozin	http://www.smoothware.com/danny/newbio.html
Daniel Sauter	http://daniel-sauter.com/
deKam	http://www.node.net/main.shtml
Dietmar Offenhuber	http://web.media.mit.edu/~dietmar/
Exonemo	http://www.exonemo.com/
Golan Levin	http://www.flong.com/
GRL	http://graffitiresearchlab.com/
HC Gilje	http://www.nervousvision.com/
Interactive Sonic Systems	http://mtg.upf.es/reactable/
Jasch	http://www.jasch.ch/
Jennifer & Kevin McCoy	http://www.mccoospace.com/
Jeffrey Shaw	http://www.jeffrey-shaw.net/
Jim Campbell	http://www.jimcampbell.tv/
John Klima	http://www.cityarts.com/lmno/
John Maeda	http://www.maedastudio.com
Joshua Goldberg	http://www.goldbergs.com/
Julien Maire	http://julienmaire.ideenshop.net/
Kurt Ralske	http://retnull.com/
Lia	http://www.strangethingshappen.org/
Light Surgeons	http://www.thelightsurgeons.co.uk/
Lev Manovich	http://www.manovich.net/
Marc Lafia	http://www.marclafia.net/
Martijn van Boven	http://www.474746.org/

Masaki Fujihata	http://www.fujihata.jp/
Masayuki Akamatsu	http://www.iamas.ac.jp/~aka/
Miller Puckette	http://crca.ucsd.edu/~msp/
Otolab	http://www.otolab.net/
Philip Worthington	http://www.worthersoriginal.com
Rosa Barba	http://www.rosabarba.com/
Ryoichi Kurokawa	http://www.ryoichikurokawa.com/
Scott Snibbe	http://www.snibbe.com/
Sue C.	http://www.sue-c.net/
Suguru Goto	http://suguru.goto.free.fr/Contents/SuguruGoto-e.html
Troik Ranch	http://www.troikaranch.org
Telcosystems	http://www.telcosystems.net/
Vasulkas	http://www.vasulka.org/
Young-Hae Chang	http://www.yhchang.com/
Zachary Lieberman	http://www.thesystemis.com/

Max/MSP/Jitter

<http://www.cycling74.com/>
<http://www.maxobjects.com/>
<http://www.iamas.ac.jp/~jovan02/cv/download.html>

Hardware

<http://www.electrotap.com/>
<http://infusionsystems.com/>
<http://www.mspinky.com/>
<http://www.eowave.com/>
<http://www.theimagingsource.com>
<http://www.unibrain.com/>
<http://www.phidgets.com/>
<http://www.arduino.cc/>

Organizations/Centers

<http://www.icinema.unsw.edu.au/>
<http://www.imal.org/>
<http://www.turbulence.org/>
<http://www.wormweb.nl/>
<http://www.steim.org/>
<http://www.sonicartsnetwork.org/>

<http://www.ircam.fr/>
<http://www.v2.nl/>
<http://ic.media.mit.edu/>
<http://www.mixedmedia.it/>
<http://www.iotacenter.org/>
<http://www.korsakow.com/ksy/index.html/>
<http://www.iamas.ac.jp/>

Other tools

EyesWeb	http://www.infomus.org/EywMain.html
EyeCon	http://eyecon.palindrome.de/
GEM	http://gem4mac.sourceforge.net/
Image/ine	http://www.image-ine.org/
Isadora	http://www.troikaranch.org/isadora.html/
JMax	http://freesoftware.ircam.fr/rubrique.php3?id_rubrique=14
Korsakow	http://www.korsakow.com/ksy/index.html
Keyworx	http://www.keyworx.org/
NodeBox	http://nodebox.net/code/index.php/Home
Processing	http://processing.org/
Pure Data	http://puredata.info/
QC	http://developer.apple.com/graphicsimaging/quartz/quartzcomposer.html
SoftVNS	http://homepage.mac.com/davidrokeby/softVNS.html/
Tx-transform	http://www.tx-transform.com/Eng/index.html
Vidvox	http://vidvox.net/
Voodoo tracker	http://www.digilab.uni-hannover.de/docs/manual.html
VVVV	http://vvvv.org/tiki-index.php/

Returned by

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