Course title and number	Visual Studies Studio II VIST 305 – 502
Term	Fall 2013
Meeting times and locations	TR (2:20 pm – 4:50 pm) ARCC 304CB

Course Description and Prerequisites

This course will cover the theory and practice of visual communication employing digital and interactive media; development of artistic concepts, proposal development and related implementation techniques; introduction to digital painting, 3D modeling, animatics and post-production. Credit: 3 (2-2) Prerequisites: VIST206

Course Introduction

VIST 305 will expand on previous studio experiences exploring the interplay of physical and virtual experiences in the context of interactive art, design and technology practice. Students will learn advanced visualization / interactive techniques in mediated environments. The aim of the course is to develop an understanding of the field of innovative visualization for children to provide better educational and aesthetic experiences.
Students will be involved in two design problems that will challenge them to explore advanced visualization techniques and children related design issues. These will range in scale from group research projects to small design exercises. Collaboration in this course is critical even though projects may be tailored to the specific design interests of the individuals in the class.

Learning Outcomes or Course Objectives

Upon successful completion of the course, the student will be able to:
• Create a projection mapping project by integrating nature and technology that supports interactive aesthetics for children
• Develop an interactive application for a mobile device that suggests tangible and physical interactions
• Understand emerging technologies that allow for interactivity in Interactive Art and Design with a focus on augmented reality for children
• The ability to collaboratively plan, design and present ideas and prototypes for interactive/mediated projects

Faculty Information

Instructor	Jinsil Hwaryoung Seo
Email	hwaryoung@tamu.edu
Office hour	2-3pm Wednesday (By Appointment)
Office location	Langford C418B
Teaching Assistant	Stephen Aldriedge
Email	stevo25@neo.tamu.edu
Office hour	By Appointment

Evaluation

Students will be evaluated according to the following criteria:
        Projects (2): 35% each
        Documentation Video: 5%
        Research Paper: 5%
        Class Participation 5%
        Research + Documentation (Blog): 15%
        TOTAL: 100%

References

The Art of Immersion (http://artofimmersion.com/)
Interactive Augmented Reality (http://www.arlab.nl/old/docs/interactive_AR.pdf)
Madmapper (http://www.madmapper.com/)
VPT (http://hcgilje.wordpress.com/vpt/)
Interactivity – Who Cares? By Simon Penny, Fiberculture 2011
(http://simonpenny.net/texts/interactivity_who_cares.html)
The History of the Interface in Interactive Art, Söke Dinkla, 1994
(http://www.kenfeingold.com/dinkla_history.html)
Projection Mapping Central (http://www.projection-mapping.org)
Tangible User Interfaces: Past, Present, and Future Directions By Orit Shaer and Eva Hornecker, Foundations and Trends in Human-Computer Interaction Vol. 3, Nos. 1-2 (2009) 1-137
The Healing Power Of Interactive Art By Kevin Holmes (http://thecreatorsproject.vice.com/blog/the-healing-power-of-interactive-art-and-giant-furniture)
Designing Tangible Interfaces for Children's Collaboration by Dlana Africano et. al. CHI 2004

Grading Policies

This is a studio course: attendance is required. Absences will affect final grade.
Please do no come late or leave early. Speak to me beforehand if you will need to miss class.
University Policy: The University views class attendance as the responsibility of an individual student. Attendance is essential to complete the course successfully. University rules related to excused and unexcused absences are located online at http://student-rules.tamu.edu/rule07."

A: 90 – 100: The student work has imagination and the response to the assignment show understanding and thought; The work is highly developed and well presented; The entire project shows depth and breath and is well coordinated; The project potential has been achieved.

B: 80 – 89: The student work shows imagination and potential; Presentation and visual content is good; The assignment requirements are fulfilled but in need of more refinement or development; There are no major issues that would require a total redesign of the project.

C: 70 – 79: The student has completed the basic assignment, but the work lacks depth of understanding; Some aspects are not completely satisfied and the work contains little promise even though most issues have been addressed.

D: 60 - 69: The work has problems in two or more major areas; Skill and problem development is marginal or incomplete; The project lacks imagination and/or design/artistic potential.

F: below 60: The student work is unresolved; the intentions are unclear and major criteria or goals lack resolution; Presentation is incomplete and/or of poor quality; There is a complete lack of problem solving intent, artistic content and/or visual merit.

Course Calendar

IMPORTANT - All finished projects must be turned in on the due date with high quality digital documentation (blog).

Phase 1: The Introduction of Augmented Reality
Week 1: Introduction, Setting up a blog, Journaling method for design processes, Design Brainstorming,

Phase 2: Augmented Garden: Projection Mapping (Project 1)
Week 2-5: Projection mapping (team of 2)
        Students will create a projection mapping project in a natural environment

Phase 3: Tangible Mobile Application (Project 2)
Week 6-13: Tangible Interaction with tablet PC(team of 3)
        Students will develop a mobile application focusing on tangible interaction.

Phase 4: Documentation and Dissemination
Week 13-14: Research paper + Documentation Video
        November 26 Final Presentation

Americans with Disabilities Act (ADA)

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please contact Disability Services, in Cain Hall, Room B118, or call 845-1637. For additional information visit http://disability.tamu.edu

Academic Integrity
For additional information please visit: http://www.tamu.edu/aggiehonor

"An Aggie does not lie, cheat, or steal, or tolerate those who do."

Syllabus

Is subject to change based on the needs of the class**.**