

W	Date	Activities	Assignments
1.	14 Aug	Intro Course Overview Assignments + FT Announcement	<p>1. Build up a team for project development DEADLINE 21 Aug in Studio 3-4 members per team. 3-member teams are optimal. Get to know each other, and make your teams as diverse and as well balanced as possible regarding skill-sets, approach and interests. On 21 Aug, the teams will say hi, explain why and how you teamed up, and how do you map/anticipate your responsibilities working on projects. We will adjust/reassign if some teams lose members due to Add/Drop, just please let me know.</p> <p>2. Teams think up and develop the initial project ideas DEADLINE 28 Aug in Studio Up to 3 ideas per team. It is good to have 1 main and 1 or 2 backup/alternative ideas. It is good to have 1 main and 1 or 2 backup/alternative ideas. Briefly document and illustrate all your ideas into 10-15-minute long presentation. Teams will present their initial ideas on 28 Aug, when we will select one for prototyping and final development</p> <p>3. Inspiring example of interactive art DEADLINE 4 SEP @ OSS Find an inspiring, thought-provoking example of interactive art. Research (online and in the library) about the: artist, theme, context, techniques, public reception/feedback, consequences, etc. Write your reflections, between 130 and 250 words (go longer if you wish), add links and media. Post your reflections at the OSS before 4 Sep.</p>
2.	21 Aug	Project teams say hi! Explain why and how you teamed up, and how do you map the responsibilities. Lecture 1 Field trip to NGS BRIEF Logistics and Assignment OSS overview Bibliographies and Manuals Working on project ideas in the studio	<p>4. Field trip to NGS impressions and reflections DEADLINE 11 Sep @ OSS <u>If you saw the "Disappearance, Bar in the Gallery" performance at NGS on Thu 22 or Fri 23 Aug</u> Research about INTER—MISSION and Lee Kang-so's Disappearance, Bar in the Gallery (1973). You can start from INTER—MISSION's website: https://inter-mission.art/. Think about the "Disappearance, Bar in the Gallery" performance at NGS. Write your impressions and reflections, between 130 and 250 words (go longer if you wish), add links and media. Post your reflections within the Research category at the OSS before 11 Sep. <u>If you could not make it to the performance at NGS</u> Research about INTER—MISSION. You can start from their website: https://inter-mission.art/. Select one of their interactive projects presented. Research about it. Write your impressions and reflections, between 130 and 250 words (go longer if you wish), add links and media. Post your reflections within the Research category at the OSS before 11 Sep.</p>
3.	28 Aug	Initial project ideas presentation and selection (With Add Drop corrections.) Each team has 15 min to present all ideas. We will discuss the ideas and select one for each team for prototyping and final development. Announcement Each team email me the PDF of your idea presentation. Xuanming Teams, Projects and Media	<p>5. Teams start assembling tech requirements for your projects DEADLINE 18 Sep in Studio Start anticipating and assembling the tech specs for project development. <u>Teaching materials budget is \$700.</u> Prototyping will give you a picture of tech specs needed for full project development. Inform me on requirements as we go, and we can order some components crucial for both prototype and final projects. We will assemble a bulk specs list for Poh on 18 Sep. We will allocate up to 60% of the total class teaching material budget for this requirement: We will keep 40% or more for the finishing requirements after recess.</p>
4.	4 Sep	Project prototype consultations Each team updates us on their prototype development, and we discuss all the relevant aspects. Working on project prototypes in the studio, parallel to consultations Teams start assembling tech requirements for projects BRIEF Teams start documenting project development BRIEF ArtScience Museum Future World field trip BRIEF	
5.	11 Sep	Project documentation package BRIEF How to prepare your project doc package. Lecture 2: Modes of Interaction ArtScience Museum Future World field trip BRIEF Prototype progress consultations Each team updates us on their prototype development, and we discuss all the relevant aspects. Working on project prototypes in the studio	<p>6. Field trip to ArtScience Museum Future World impressions and reflections DEADLINE 16 Oct @ OSS Write your impressions and reflections on the Future Worlds exhibition, between 130 and 250 words (go longer if you wish), add links and media. Post your reflections at the OSS.</p> <p>7. Start Assembling project documentation package DEADLINE 21 Nov UPLOAD Download project documentation folder. Start documenting your project development, from the demo to the final project. Assemble and edit your documentation into a final package. Upload it to me.</p>
6.	18 Sep	ArtScience Museum Future World field trip	
7.	25 Sep	Project prototype demos and discussion Each team has 15 min to showcase the demo Assembling bulk tech requirements for your projects Prototyping will give you a picture of tech specs needed for full project development. Up to 60% of the total class teaching material budget. 40% or more for the finishing requirements after recess. Guest Speaker Bin	
8.	2 Oct	Recess	FINAL PROJECT DEVELOPMENT
9.	9 Oct	Reading and reflection assignment BRIEF Project progress presentations and consultations Each team updates us on their project development, and we discuss all the relevant aspects. Working on projects in the studio	<p>8. Individual reading and reflection on a selected essay DEADLINE 30 Oct @ OSS Go through reading list titled <i>For Reading Assignment</i> (in the Syllabys and @ OSS). Browse the interesting titles, or ask me for a recommendation and select an essay. Read it and research about it. Write your impressions and reflections: between 250 and 500 words (go longer if you wish), add links and media. Post your reflections at the OSS.</p>
10.	16 Oct	Guest Speaker Benjamin Alexander Slater Book extra equipment BRIEF Working on projects in the studio Consultations	<p>9. IF REQUIRED: Reserve extra equipment for your projects DEADLINE 13 Nov ADM Teams that need additional equipment (e.g. projectors, sound, etc.) to showcase their projects on 20 Nov, need to inquire on the availability and reserve the equipment in advance. On my approval, contact Poh and work it out with him.</p>
11.	23 Oct	Lecture 5 Working on projects in the studio Consultations	
12.	30 Oct	Project progress presentations and consultations Each team updates us on their project development, and we discuss all the relevant aspects. Working on projects in the studio	
13.	6 Nov	Working on projects in the studio Fill Out SFT Questionnaire 15 Minutes Consultations	

14.	13 Nov	<p>Final project presentations and consultations Each team updates us on their project development, and we discuss all the relevant aspects, preparing for the showcase.</p> <p>Class RECAP</p> <p>Jiabao Li Research Lecture, ADM Library, Thu 27 Nov ANNOUNCEMENT</p>	
15.	20 Nov	<p>Jiabao Li Research Lecture, ADM Library, Thu 27 Nov ANNOUNCEMENT</p> <p>Showcasing Besides Bella and Vincent from ADM Library, I invite ADM professors as their comments and insights can be valuable.</p> <p>Final project discussion We round up the impressions and thoughts on your projects, identify the possibilities for further development and/or new projects.</p>	I will inform you on the awards before end of semester