W	Date	Activities	Assignments
1.	12 Aug	Hari Raya Haji Holday	
2.	19 Aug	Intro Course Overview Assignments Field trip to NGS BRIEF Logistics and Assignment	1. Build up a team for project development DEADLINE 26 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 26 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. 2. Teams think up and develop the initial project ideas DEADLINE 2 Sep 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 15-minute long presentation. Teams will present their initial ideas on 2 Sep, when we will select one for prototyping and final development 3. Inspiring example of interactive art DEADLINE 9 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 9 Sep.
3.	26 Aug	Project teams say hi! Explain why and how you teamed up, and how do you map the responsibilities. Lecture 1 OSS overview Working on project ideas in the studio	4. Field trip to NGS impressions and reflections DEADLINE 16 Sep @ OSS If you saw the "Disappearance, Bar in the Gallery" performance at NGS on Thu 22 or Fri 23 Aug 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 16 Sep. If you could not make it to the performance an NGS 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 16 Sep.
4.	2 Sep	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.	5. Teams start assembling tech requirements for your projects DEADLINE 23 Sep in Studio Start anticipating and assembling the tech specs for project development. Teaching materials budget is \$700. 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 23 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.
5.	9 Sep	Teams start assembling tech req for your projects BRIEF Lecture 2: Human – Machine – Human Project documentation package BRIEF How to prepare your project doc package ArtScience Museum Future World 11 Sep Field Trip INFO 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	6. Start Assembling project documentation package DEADLINE 19 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.
6.	16 Sep	Lecture 3 Prototype progress presentations and consultations Each team updates us on their prototype development, and we discuss all the relevant aspects. Working on project prototypes in the studio	
7.	23 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.	
8.	30 Sep	Recess	FINAL PROJECT DEVELOPMENT
9.	7 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	7. Individual reading and reflection on a selected essay DEADLINE 4 Nov @ OSS Go through reading list titled For Reading Assignment (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.
10.	14 Oct	Lecture 4 Book extra equipment BRIEF Book special space BRIEF Working on projects in the studio Consultations	8. IF REQUIRED: Reserve extra equipment for your projects DEADLINE 11 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. 9. IF REQUIRED: Book special space for your projects DEADLINE 11 Nov ADM Teams that want to showcase their projects on 18 Nov in an ADM space other than ART 1-11, need to get the permission and book the space in advance. On my approval, contact Poh and he will point you to the responsible person/department and forms to fill out if needed.
11.	21 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	
12.	28 Oct	Deepavali Holiday	FINAL PROJECT DEVELOPMENT

13.	4 Nov	Project progress presentations and consultations Each team updates us on their project development, and we discuss all the relevant aspects. Lecture 5 (Optional) Working on projects in the studio Fill Out SFT Questionnaire 15 Minutes Consultations	
14.	11 Nov	Final project presentations and consultations Each team updates us on their project development, and we discuss all the relevant aspects, preparing for the showcase. Class RECAP Jiabao Li Research Lecture, ADM Library, Thu 27 Nov ANNOUNCEMENT	
15.	18 Nov	Jiabao Li Research Lecture, ADM Library, Thu 27 Nov ANNOUNCEMENT Showcasing Besides Bella and Vincent from ADM Library, I invite ADM professors as their comments and insights can be valuable. Final project discussion We round up the impressions and thoughts on your projects, identify the possibilities for further development and/or new projects.	I will inform you on the awards before end of semester