Introduction to Contemporary Media Art I  
VAS 2252A

Term/Session          Fall 2017  
Time                 Tuesday/Thursday 2:30-5:30pm  
Location             VAC 134/135 Media Lab (unless otherwise notified)  
Professor            Christof Migone, cmigone@uwo.ca  
Office Location/Hours VAC room 214, Tuesday 12-2pm, or by appointment  
TA                   Ellen Moffat  
TA Office Locations/Hours (tba)  
Digital Media Technician Jennifer Slauenwhite, jslauen@uwo.ca, (519)661-2111 x86197, VAC 135A  
OWL/Sakai (tba)

Course Description/Objectives:

This course serves as an introduction to electronic media-based art. Within this wide and disparate field, the course is primarily based on the main time-based disciplines: sound, video, web and performance art. Students will be provided with hands on production experience, and will be immersed in the critical, conceptual, theoretical, and historical discourses surrounding the aforementioned digital media technologies and their related practices.

No prior experience with the software or hardware utilized in this course is required, as this course is intended to prepare students for further study of and exploration with digital media. Demonstrations of the various technologies as well as best practices for file management, archiving and documentation are a significant portion of the course; they will be provided by the instructor, lab technicians or teaching assistants.

Learning Outcomes:

1 - Depth and Breadth of Knowledge
• Upon completing the course, students will be able to understand the key critical, historical, theoretical and conceptual developments of various digital and time-based media.

2. Application of Knowledge
• Students will develop the basic technical skills and conceptual foundations for production and critical engagement in the areas of electronic media arts covered by this course.
• Understand and use various equipment and software applications as well as be proficient in best practices in a digital production context.
• Distill relevant past digital and time-based media and be able to absorb their conceptual strategies and potentials in order to advance their own contemporary art production.

3. Communication Skills
• Students will develop appropriate vocabulary for media-based art and thus become able to be articulate when presenting their artwork.
• Students will be able to engage with works by their peers critically, analytically, and constructively.
Evaluation Breakdown:

60% - Projects (3 x 20%)*
20% - Attendance & Participation
20% - Short Assignments and Technical Exercises (4 x 5%)

*A detailed handout will be provided for these projects in advance.