

Sample Syllabus II – Media Art Studio for Human-Computer-Interaction (MAP4HCI)

INFO 4900 / Fall 2018

Tuesday and Thursday, 2pm-5pm

Location: TBA

INSTRUCTOR

Leo (Laewoo) Kang, Department of Art

INTRODUCTION

MAP4HCI combines aesthetic and engineering inquiries in one learning space where students can build computational artifacts through reflective media art practices. For 16 weeks, this course consists of 28 in-class learning and making sessions, 18 of which are assigned as lecture-based courses in which students can learn related human–computer–interaction (HCI) theories and media art skills. These lecture-based sessions include “open topic sessions,” which cover emerging topics and practices that the instructor improvised through ongoing interactions with students. These open sessions have involved HCI-related topics in previous classes, such as web API, Raspberry PI, MIDI, or other relevant HCI or social science theories. This class also consists of 9 in-class project development sessions in which the students can build their own projects with the instructor’s guidance.

In this course, individual students will complete two projects. In the Improvisational Technology project, students are asked to build technological objects in improvisational and constructive building process (like bricolage) rather than designing them in linear and function-oriented fashions. For the final outcomes of this project, it is not necessary to have specific functions or concepts. Students must write 5–10 pages of self-reflection study.

In the Mixed-media Conversation project, students are asked to build a visual thing that can critically or playfully engage in HCI topics. This project is free-format, and students can develop any preferred individual or mixed forms of artwork, including media art, essay writing, photography, and music. Students must write 10–15 pages of a peer-based interview study.

Specific methods, theories, and examples of both projects will be introduced at the beginning of each project.

ASSESSMENT AND EVALUATION:

10% Attendance

25% Improvisational Technology Project

25% Mixed Media Conversation Project

40% Reflection and Interview Studies for both projects

COURSE SCHEDULE

Session #1 (Aug 22): Introduction to Media Art Practice for HCI

Session #2 (Aug 29): Media Art Practice as Learning Method

Patricia Leavy, Method meets art: Arts-based research practice (introduction).

G. Sullivan. (2006). Research acts in art practice. *Studies in Art Education*, 48(1), 19–35.

Session #3 (Aug 31): Media Art Practice as Research Method for HCI

Laewoo Kang, Steven Jackson, and Phoebe Sengers. (2018).

"Intermodulation: Improvisation and Collaborative Art Practice for HCI Inquiry", *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems*. ACM.

Session #4 (Sep 05): Collaborative Art Practice as Method for HCI

Laewoo Kang and Steven Jackson. (2018). "Collaborative Art Practice as/and HCI research." *ACM Interactions Magazine*, March/April.

Elisa Giaccardi and Gerhard Fischer. (2008). Creativity and evolution: a metadesign perspective. *Digital Creativity*, 19, 19–32.

<http://doi.org/10.1080/14626260701847456>

Session #5 (Sep 07): Basic Arduino #1

Session #6 (Sep 12): Basic Arduino #2

Session #7 (Sep 14): Basic Arduino #3

Session #8 (Sep 19): Arduino Open Topic #1

Session #9 (Sep 21): Arduino Open Topic #2

Session #10 (Sep 26): Arduino Open Topic #3

Session #11 (Sep 28): Introduction to Improvisation Technology

Laewoo Kang and Steven Jackson. (2018). "Tech-Art-Theory", *Proceedings of the 2018 ACM Conference Companion Publication on Designing Interactive Systems (DIS)*. ACM.

Matt Ratto. (2011). "Critical making: Conceptual and material studies in technology and social life." *The Information Society*, 27(4), 252–260.

Anna Vallgård and Ylva Fernaeus. (2015). Interaction design as a

bricolage practice. In Proceedings of the Ninth International Conference on Tangible, Embedded, and Embodied Interaction, pp. 173–180. ACM.

Session #12 (Oct 03): Improvisation Technology Development Studio #1

Session #13 (Oct 05): Improvisation Technology Development Studio #2

Session #14 (Oct 10): Improvisation Technology Development Studio #3

Session #15 (Oct 12): Improvisation Technology Development Studio #4

Session #16 (Oct 17): Group Presentation for Improvisational Technology

Session #17 (Oct 19): Basic Processing

Session #18 (Oct 24): Processing/ Arduino Open Topic #1

Session #19 (Oct 26): Processing/ Arduino Open Topic #2

Session #20 (Oct 31): Processing/ Arduino Open Topic #3

Session #21 (Nov 2): Introduction to 'Mixed-Media Conversation'

Donald A. Schön. (1992). "Designing as reflective conversation with the materials of a design situation." *Knowledge-based Systems*, 5(1), 3–14.

John Dewey and Arthur Fisher Bentley. (1960). *Knowing and the known*. No. 111. Boston: Beacon Press.

Session #22 (Nov 7): Mixed-Media Conversation Development Studio #1

Session #23 (Nov 9): Mixed-Media Conversation Development Studio #2

Session #24 (Nov 14): Mixed-Media Conversation Development Studio #3

Session #25 (Nov 16): Mixed-Media Conversation Development Studio #4

Session #26 (Nov 21): Mixed-Media Conversation Development Studio #5

Session #27 (Nov 23): Thanksgiving Break

Session #28 (Nov 28): Final Open Topic #1

Session #29 (Dec 1): Final Open Topic #1

Session #30 (Dec 5): Final Group Presentation

Session #29 (Dec 10): Final Reflection Study Due