The University of Texas at Austin
School of Design and Creative Technologies
College of Fine Arts
Foundations Of Arts And Entertainment Technologies AET 304

"In this electronic age, we see ourselves being translated more and more into the form of information, moving toward the technological extension of consciousness." – Marshall McLuhan

Fall 2018, LAITS Online Broadcast
MW, 11:30 am – 12:45 pm

Instructor: Jack W. Stamps, DMA
Office Hours: TBA
Lead TA: Thomas B. Yee
TA Team Email: onlineaet304ta@austin.utexas.edu

Only email the above address! Any emails sent to Dr. Stamps or Thomas directly will be forwarded to the above address and the response to your email delayed.

I.   Rationale:

This course presents a broad overview of digital media technologies, software and applications along with the fundamental concepts of digital representations of images and signals. Students will study an assortment of entertainment concepts or experiences, discover the underlying technology involved and learn how this technology is delivered to the participant. For example: What is the relationship between circuit-bending and DIY electronics? How does interactive art work? How do robotic lights move? How can a dancer's body movements affect the music that accompanies the dance? What goes on behind the scenes of a large-scale live musical performance? How are 3D printers changing art, manufacturing, and medicine? In pursuit of answers to such questions students will also consider the cultural, philosophical, ethical and practical aspects of entertainment technology.

II.   Course Aims and Objectives:

By the end of this course, students will:

- Understand the history, present and future of Arts and Entertainment Technologies

- Consider the historical landmarks of entertainment technologies and their continuing impact

  on popular culture and pop culture aesthetics of the present and future

- Experience and investigate the range of Arts and Entertainment Technologies

- Understand and engage arts and entertainment technologies through various creative projects

- Gain introductory-level experience on visual- and audio-editing software

- Explore the range, reach and combinatorial possibilities of arts and entertainment technologies

- Consider and discuss the cultural, political, and economic issues of entertainment technologies

- Think critically about how, why and where entertainment technologies are deployed

III.   Assessment Model:

Daily Instapolls: 10%

Instapoll questions can cover material from the assigned readings **or** the live broadcast session, so attentiveness to both is essential. The **two** lowest session grades for each student will automatically be dropped from Canvas. In addition, Instapolls may be excused by requesting excused absences (see Section VI below).

Daily Attendance: 10%

Daily Attendance is assessed automatically based on each student being logged into the LAITS broadcast stream in Canvas for the **entirety** of the class session. Daily Attendance may be excused by requesting excused absences (see Section VI below).

In-Class Quizzes (via online Tower Quiz Tool) (5): 25%

Quizzes are administered through the LAITS broadcast stream on Canvas during specific class sessions. Each Quiz is worth 5% total grade and none may be dropped.

In-Class Topical Discussion (via online Tower Chat Tool) (6): 20%

Topical Discussions are administered through the LAITS broadcast stream on Canvas during specific class sessions. Each is worth 4% total grade (5 graded). The **one** lowest Topical Discussion grade for each student will automatically be dropped from Canvas.

Creative Projects (3): 20%

Projects will be accepted up to two weeks after the due date with an **increasing penalty** relative to how late the submission is. After the two weeks are up, any late projects must be emailed directly to the TA Team and can only receive 50% maximum of the original grade value. **December 10** is the last day that any late projects will be accepted.

Final Exam (via Canvas) (1): 15%

Absolutely **no late submissions will be accepted** for the Final Exam.

Letter Grade Policy:

To ensure fairness, all numbers are absolute, and will not be rounded up or down at any stage. Thus a B- will be inclusive of all scores of 80.000 through 83.999... The University does not recognize the grade of A+. Thus, the conversion from percentage value to letter grade is as follows:

A = 94 – 100
A- = 90 – 93.999…
B+ = 87 – 89.999…
B = 84 – 86.999…
B- = 80 – 83.999…
C+ = 77 – 79.999…
C = 74 – 76.999…
C- = 70 – 73.999…
D+ = 67 – 69.999…
D = 64 – 66.999…
D- = 60 – 63.999…
F = 0 – 59.999…

IV.   Academic Integrity

Cheating and Plagiarism

By enrolling in this course, you agree to abide by the student Honor Code and Academic Integrity policies as outlined by the Office of the Dean of Students here. Infractions of this policy will be **severely penalized**. We have uncovered evidence of students cheating on quizzes or caught plagiarism on creative projects red-handed in the past. In such cases, **failing** the course, **suspension** from school, or even **expulsion** are all penalties that may be applied at the discretion of the Office of the Dean of Students. Academic Dishonesty may ruin your **grade**, **academic career**, and can **stain your reputation** for decades to come.

Academic Dishonesty

"Academic dishonesty" or "scholastic dishonesty" includes, but is not limited to, cheating, plagiarism, collusion, falsifying academic records, misrepresenting facts, and any act designed to give unfair academic advantage to the student or the attempt to commit such an act. In AET 304, this includes but is not limited to:

1) Submitting all or part of someone else's work as your own, **without properly crediting** your sources (this especially applies to creative projects)
2) **Sharing answers** to Instapoll checks, quizzes, or exams with other students
3) Taking Instapolls, Quizzes, or the Final Exam together with other students. If you are with other students during the broadcast, **do not** interact with them while taking these.
4) **Using forbidden aids** like internet searches on Instapolls, Quizzes, or the Final Exam

V.   Course Schedule

Unit	Date	Class Session	Assignments and Comments

1	8/29	Introduction, Syllabus	Extra Credit: Concert and Performance Attendance (Due 12/10)
			Read Chapter 1: "A Brief History of Music Technology" (Due 9/5)
	9/3	Labor Day Holiday: NO CLASS	
I.		**Music and Audio Technology**	
2	9/5	The History of Music Technology	Read Chapter 2: "A Closer Look at the DAW" (Due 9/10)
	9/10	A Closer Look at the DAW	Read Chapter 3: "Modern Songwriting" (Due 9/12)
	9/12	Modern Songwriting	Read Chapter 4: "The Intersection of Music…" (Due 9/17)
	9/17	Music and Concert Technologies	Read Chapter 5: "Digital Audio: Benefits…" (Due 9/19)
			Read Assigned David Byrne Articles (Due 9/19)
			Unit I, Quiz 1 (In-Class 9/17)
3	9/19	Benefits and Consequences	Read Chapter 6: "The Cultural Implications…" (Due 9/24)
			Topical Discussion 1: Music Tech. and Culture (In-Class 9/19)
	9/24	Cultural Implications of Sampling	Read Chapter 7: "Adapting to the Digital Revolution" (Due 9/26)
	9/26	Adapting to the Digital Revolution	Read Chapter 8: "Tools of Digital Visualization" (Due 10/1)
			Unit I, Quiz 2 (In-Class 9/26)
II.		**Performance & Visual Technology**	
4	10/1	Tools of Digital Visualization	Read Chapter 11: "The Recursive GIF as Art Form" (Due 10/3)
	10/3	The .GIF as Art Form	Read Chapter 9: "Robotics and Entertainment" (Due 10/8)
			Creative Project 1: Short Recursive Animation (Due 10/14)
5	10/8	Robotics and Entertainment	Read Chapter 10: "Quantifying Anything" (Due 10/15)
			Topical Discussion 2: Do Robots Entertain? (In-Class 10/8)
	10/10	Projection Design	Work on Creative Project 1!
	10/15	Max/MSP	Read Chapter 12: "From Pong to Tomorrow" (Due 10/17)
			Unit II Quiz (In-Class 10/15)
III.		**The World of Video Gaming**	
6	10/17	From Pong to Tomorrow	Read Chapter 13: "Mobile Apps and Gaming" (Due 10/22)
	10/22	Mobile Apps and Gaming	Read Chapter 14: "The VR/AR Revolution" (Due 10/24)
			Topical Discussion 3: What Makes Apps Great? (In-Class 10/22)
	10/24	Virtual Reality	Read Assigned Augmented Reality Articles (Due 10/29)
	10/29	Augmented Reality	Read Chapter 15: "The Sociology of Gaming" (Due 10/31)
			Watch Assigned Sociology of Gaming Video (Due 10/31)
7	10/31	The Sociology of Gaming	Read Chapter 16: "Gaming Aesthetics Studies" (Due 11/5)
			Topical Discussion 4: Gender Representation (In-Class 10/31)
			Creative Project 2: Video Game Proposal (Due 11/16)
	11/5	Gaming Aesthetics Studies	Read Chapter 17: "Design and Aesthetics" (Due 11/7)
	11/7	Video Game Design	Read Chapter 18: "Journey" (Due 11/12)
	11/12	Journey	Read Chapter 19: "Portable, Informative Stories" (Due 11/14)
			Unit III Quiz (In-Class 11/12)
IV.		**The Democratization of Technology**	
8	11/14	Podcasting	Work on Creative Project 2!
			Creative Project 3: Podcast Episode (Due 11/27)
	11/19	The Internet of Things	Read Chapter 20 & 21: "DIY Movement I & II" (Due 11/26)
	11/21	Thanksgiving Holiday: NO CLASS	Work on Creative Project 3!
	11/26	Makerspaces and DIY Technology	Read Chapter 22: "Photoshop, Entertainment…" (Due 11/28)
9	11/28	Subversive Technologies	Read Assigned Technology and Articles (Due 12/3)
	12/3	Redemptive Technologies	Read Chapters 23 & 24: "What is/if The Device…" (Due 12/5)
			Topical Discussion 5: Can Technology Save Us? (In-Class 12/3)
			Unit IV Quiz (In-Class 12/3)
V.		**The New Heuristics of Art**	
10	12/5	The Device	Read Chapter 25: "An Endless Challenge" (Due 12/10)
			Final Exam Study Packet (Highly Recommended!)
	12/10	Course Wrap-up and Takeaways	**Topical Discussion 6:** Art and Entertainment (In-Class 12/10)
		Last Call for Late Projects	Late Projects accepted up to 50% Total Credit
		Final Exam	**Final Exam** via Canvas starting at class' end 12/10 (Due 12/12)

VI. Course Requirements

1. Class attendance and participation policy:

(a) Attendance—and *attentiveness*—is essential and required. Attendance is facilitated through the LAITS broadcast stream in Canvas and assessed by Instapoll and discussions.

(b) If one must miss a class session and desires to ask for an excused absence, it is the *student's* responsibility to let the TA team know by email **in advance** of the absence. We **do not guarantee** an excused absence will be granted if you notify us only after missing a class session. It is the **student's responsibility** to catch up with material or class activities missed due to the absence—the TA team will not necessarily remind the student of what needs to be made up from the class session missed.

(c) Instapolls and Attendance can be excused, but other in-class activities—Quizzes and Topical Discussions—**must be made up** or they will receive zeroes. There is a narrow window of time after each missed in-class activity within which make-up submissions will be accepted, so contact the TA Team ASAP after the missed class session (or preferably, before) to receive instruction on how to make up the assignment.

Religious Holy Days
By UT Austin policy, you must notify the TA Team of your pending absence at least fourteen days prior to the date of observance of a religious holy day. If you must miss a class, an examination, a work assignment, or a project in order to observe a religious holy day, we will give you an opportunity to complete the missed work within a reasonable time after the absence. With advance notice, we are happy to accommodate religious holy days.

2. Required Course Materials:

Required Textbook: *Pixels, Samples, Lumens, Illusion* by Dr. Jack W. Stamps. Kendall Hunt Publishing (Dubuque, IA: 2017). Available in the UT Co-Op in paperback or as a digital copy at the below link (with a $35 discount!):

https://he.kendallhunt.com/product/pixels-samples-lumens-illusion-foundations-art-and-entertainment-technologies

The textbook comes with a one-use code for accessing online supplemental materials including links to videos, websites, music tracks, and more. Being able to access these online supplemental materials will be **essential** to success in the course. Thus, buying a physical or digital textbook with a working access code is required. Buying a used textbook may result in having an access code that has already been used once and is thus invalid.

VII. Other University Notices and Policies

Use of E-mail for Official Correspondence to Students
All students should become familiar with the University's official e-mail student notification policy. It is the student's responsibility to keep the University informed as to changes in his or her e-mail address. Students are expected to check e-mail on a frequent and regular basis in order to stay current with University-related communications, recognizing that certain communications may be time-critical. It is recommended that e-mail be checked daily, but at a minimum, twice per week. The complete text of this policy and instructions for updating your e-mail address are available at http://www.utexas.edu/its/help/utmail/1564 .

Documented Disability Statement
Any student with a documented disability who requires academic accommodations should contact Services for Students with Disabilities (SSD) at (512) 471-6259 (voice) or 1-866-329-3986 (video phone). Faculty are not required to provide accommodations without an official accommodation letter from SSD. *(Note to Faculty: Details of a student's disability are confidential. Faculty should not ask questions related to a student's condition or diagnosis when receiving an official accommodation letter.)*

- If you require accommodations on completing assignments and quizzes/exams, please bring your accommodation letter from SSD to Dr. Stamps during office hours as early in the semester as possible. We will be happy to provide accommodations as specified in the accommodation letter from SSD.

- Please notify me as quickly as possible if the material being presented in class is not accessible (e.g., instructional videos need captioning, course packets are not readable for proper alternative text conversion, etc.).

- Please notify me as early in the semester as possible if disability-related accommodations for field trips are required. Advanced notice will permit the arrangement of accommodations on the given day (e.g., transportation, site accessibility, etc.).

- Contact Services for Students with Disabilities at 471-6259 (voice) or 1-866-329-3986 (video phone) or reference SSD's website for more disability-related information: http://www.utexas.edu/diversity/ddce/ssd/for_cstudents.php

Behavior Concerns Advice Line (BCAL)
If you are worried about someone who is acting differently, you may use the Behavior Concerns Advice Line to discuss by phone your concerns about another individual's behavior. This service is provided through a partnership among the Office of the Dean of Students, the Counseling and Mental Health Center (CMHC), the Employee Assistance Program (EAP), and The University of Texas Police Department (UTPD). Call 512-232-5050 or visit http://www.utexas.edu/safety/bcal.

Q drop Policy
The State of Texas has enacted a law that limits the number of course drops for academic reasons to six (6). As stated in Senate Bill 1231:
> "Beginning with the fall 2007 academic term, an institution of higher education may not permit an undergraduate student a total of more than six dropped courses, including any course a transfer student has dropped at another institution of higher education, unless the student shows good cause for dropping more than that number."