



DEPARTMENT OF FINE ARTS

COURSE OUTLINE – DD2180 Time Based Multimedia I

Time Based Multimedia

Winter 2012

January 5 to April 26

Room: L207B

Monday and Wednesday 2:30 am. to 5:20 am

INSTRUCTOR: Elisabeth Belliveau **OFFICE:** L216

OFFICE HOURS: Please e-mail to make appointment

E-MAIL: elisabeth.belliveau@gmail.com

PREREQUISITE (S)/COREQUISITE: DD1380 or DD1082, and AR1370 or AR2430

CALENDAR DESCRIPTION:

This course is designed to introduce and explore Time Based Media. Time Based Media includes but is not limited to video, animation, sound, performance and web-based projects. Production techniques along with conceptual and aesthetic topics will be explored. The course will introduce historical and contemporary perspectives through assigned readings, screenings and lectures. Time Based Media skills will be taught through demonstrations, projects and research.

CREDIT/CONTACT HOURS: 3 (3-0-3) UT / 90 hours

DELIVERY MODE (S): Lecture and Studio

REQUIRED TEXT/RESOURCE MATERIALS:

No text required. Optional: Lacie External Harddrive, memory stick

OBJECTIVES:

- Students will gain understanding of Time Based Media history and contemporary practice
- Demonstrate the application of video and animation software including Final Cut Pro and other image sequencing software
- Learn how to employ basic audio/visual equipment to realize their projects / record sound, use digital cameras, lighting kits
- Develop personal expression and aesthetic sensibility through Time Based Media.
- Gain knowledge of the contemporary time based media practices and their history

TRANSFERABILITY:

University of Alberta *, University of Calgary, University of Lethbridge, Athabasca University, Augustana Faculty, University of Alberta *, Concordia University College, King's University College

* An asterisk (*) beside any transfer institution indicates important transfer information. Consult the Alberta Transfer Guide

GRADING CRITERIA:

1. The level of creativity and craftsmanship demonstrated.
2. The degree of knowledge and understanding of the elements and principles of this particular studio discipline.
3. Participation grade is established by your level of enthusiasm, commitment, involvement and flexibility in both studio and individual/collective critiques.

EXAMINATIONS:

Assignment and process grading is on going and as per assignment due dates.

STUDENT RESPONSIBILITIES:

Students are expected to commit to a minimum of 6 hours per week of out of class work on projects and presentations. Assignments must be submitted on time, all late assignments result in a loss of 10% of the project grade per day. In order to pass the course all assignments must be submitted by the end of the semester. More than 20% absenteeism will result in a failing grade. Punctuality is important and is part of your attendance and participation mark.

More than 20% absenteeism may constitute a failure except for medical or extenuating circumstances in which case a doctor's letter may be required.

* No IPOD,MP3 players or electronic messaging allowed in the classroom. All cell phones must be turned off. Failure to do so will result in you being asked to leave the class.

* No food or beverages allowed in computer lab – this includes coffee and water

STATEMENT ON PLAGIARISM AND CHEATING:

Please refer to pages 49-50 of the College calendar regarding plagiarism, cheating and the resultant penalties. These are serious issues and will be dealt with severely.

* Please note this course outline is subject to change, project outlines, required materials and deadlines may be altered based on the progress of the class.

* All submitted work must be original and developed specifically for this course.