

Syllabus

MTEC1101-OL18: Emerging Media Foundation

Mondays + Wednesdays, 10:00—11:40 AM, via Slack/Open Lab/Zoom

Professor: Nisma Zaman

Course site: <https://openlab.citytech.cuny.edu/mtec1101fa2020-/>

Slack: <https://mtec1101fa2020.slack.com>

Email: NZaman@citytech.cuny.edu

Office Hours: by appointment, requested via Slack

Course Description:

This course is an introduction to emerging, interactive multi-media technology with a focus on interdisciplinary, project-based, cooperative learning. Students will be immersed in the protocols and processes of emerging and interactive media design, including: idea development, research, documentation, presentation, prototyping, and production, which will serve them in the face of rapid changes in technology. Students will explore basic theoretical and applied concepts of audio, visual, haptic, immersive, sensory and interaction design through creative group projects, visiting professionals, and online documentation of their work.

Course Goals:

To give students an introduction to:

- ◆ the field of applied emerging, interactive media technologies
- ◆ collaboration between people with different skills and backgrounds
- ◆ diverse design & development processes across various technology platforms and media touchpoints

Learning Outcomes:

By the end of the course students will be able to:

- ◆ learn correct terminology for technical and design aspects of the field
- ◆ incorporate a design process into their projects
- ◆ explore different methods of interdisciplinary collaboration in order to function as part of a team

- ◆ understand and employ different modalities of design and production and integrate those modalities into an interactive experience
- ◆ clearly communicate ideas using contemporary methods and critique work of their peers
- ◆ discuss the evolving technologies and innovative approaches used by professionals working across the fields of commercial, artistic & social change

Course Materials:

- ◆ OpenLab
- ◆ Slack (with Zoom)
- ◆ OpenProcessing (for the Media Computation module)
- ◆ Max8 (for the Music Technology module)
- ◆ External portable and/or online drives to back up files
- ◆ Readings (will be supplied for you as downloadable PDFs or links)
- ◆ Sketch Book

Expectations:

- ◆ **Log onto Slack and OpenLab on time** for all classes.
- ◆ **Contact the CLT** via the #techsupport channel on Slack or via email, if/when experiencing any technical issues.
- ◆ **Thoroughly review and take notes** on the information, resources, materials, videos, tutorials, etc. within each class post on OpenLab and/or what is posted on Slack at the beginning of each class.
- ◆ **Actively participate** online during class time via Zoom, Slack, and/or OpenLab, and utilizing any specified digital platforms and/or software
- ◆ **Thoughtfully contribute** to a positive online environment, while actively supporting and challenging your classmates' ideas.
- ◆ **Follow good online etiquette:** Try to be as clear and succinct as possible in messages, avoiding emojis that might be confusing to others. Mute your audio when not speaking, to limit background noise during any audio/video class or small group calls.
- ◆ **Check OpenLab** for assignments, readings, and resources (note the Assignment post/due dates in the Schedule section below).
- ◆ **Check Slack** regularly for updates, group and private messages.

- ◆ Spend at least **3-5 additional hours a week** (outside of class time) on class assignments/readings/responses and projects. Budget more time each week than may be needed.
- ◆ **Post written responses, documents, or code** before or by the assignment due dates (see due dates in the Schedule section below).
- ◆ **Back up** your work regularly.
- ◆ **Push yourself creatively and technically.** Be ambitious. Work hard. Stay open and curious!
- ◆ If you are regularly struggling with any of the above: contact your instructor.

Communication:

- ◆ **To contact your instructor** with a brief, private question or message, send a DM (Direct Message) through Slack, rather than email.
- ◆ **If you have a question that may be relevant to the group** (about homework, etc.), post in the #general channel on Slack for all to see and comment on.
- ◆ Use Slack for easy **communications with your classmates** as well —you can DM individuals or create private groups.
- ◆ **To discuss a longer matter** with your instructor, DM to set up an audio/video call via Slack or Zoom.

Attendance Policy:

- ◆ You are expected to participate online for the **full duration** of each class (see Expectations above).
- ◆ Make sure to **notify your instructor *before* the class time** if you will not be able to be online for part of all of the class.
- ◆ In the case of an **emergency**, contact your instructor at your earliest convenience, and follow up with documentation when possible.
- ◆ For any class time missed online, **you can make up part or all of the participation grade for that class** by reviewing all relevant materials and submitting a thorough written response before the next class.

Grading Breakdown:

- ◆ 20% Online participation
- ◆ 16% Assignments (Watch & Respond, Read & Respond, p5.js sketches, Max/MSP patches)

- ◆ 16% Project 1: Game Design
- ◆ 16% Project 2: Media Computation
- ◆ 16% Project 3: Physical Computing
- ◆ 16% Project 4: Music Technology

All assignments, code and project deliverables must be submitted by the due dates. Any late assignment or project submission will continue to drop one letter grade per class session that it is late. If you experience extenuating circumstances, please keep your instructor informed.

Grading Rubric:

VALUES	Excellent (A: 90-100)	Good (B: 80-89)	Satisfactory (C: 70-79)	Poor (D: 60-69)	Unacceptable (F: 0-59)
Concept	Core concept is intriguing, original, and well-explored	Core concept is intriguing but lacking in examination	Core concept is present and supported by the work	Core ideas are scattered without consideration	No clear concept, or work doesn't reflect it
Process / Progress	Clear and consistent process, from ideation to execution	Progress was made, but was not consistent	Evidence of procrastination, "last minute" pushes or crunch	Lack of progress in 1-2 areas resulting in project deficiencies	Little to no progress shown on the project
Presentation	Concept is clearly presented and strongly supported through audio, visuals, interaction, and narrative (if applicable)	Concept is supported through presentation, but 2 or more areas of the design are lacking or distracting	Concept is weakly supported through presentation, project requirements met at a "bare minimum" level	1-2 presentation requirements are not met	3+ presentation requirements are not met
Applied Skills and Technique	Clear demonstration of skills in all development areas (visual, text, audio, interaction, programming)	Clear demonstration of skills in 2+ development areas	Demonstrates skills, but omits topics covered in class	Evidence of skills, but underutilization of techniques learned in class	Does not use any techniques learned in class

Collaboration	Consistently provides honest, supportive feedback to peers, responsible in meeting team goals, communicates effectively	Generally supportive, responsible, and good communication, with a few issues	Multiple issues/problems with collaboration, meeting goals, or communicating	Little to no evidence of communication, goal setting, and collaboration in a team setting	Disrespectful to fellow students' work, with negative impacts to class/team dynamics
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Academic Integrity Policy:

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion. The complete text of the College policy on Academic Integrity may be found in the catalogue.

Instructor's note: *all* borrowed text, code, or media used for this course must be attributed to the original creator. Any direct text quotes from another source must be specified with quotes and appropriately cited. Code borrowed from another source at more than four lines in length must be attributed as a `//comment` within the code itself. If you are unsure of whether or not your work may constitute plagiarism, please check with your instructor before submitting. Any instance of plagiarism will be reported to the MTEC Program Director as well as the Chair of ENT.

Course Accommodations for Students with Disabilities:

In order to receive disability-related academic accommodations students must first be registered with the Center for Student Accessibility ("CSA"). Students who have a documented disability, or suspect they may have a disability, are invited to set up an appointment with CSA (phone: 718-260-5143). If you have already registered with CSA, please provide

your professor with the course accommodation form and discuss your specific accommodation with him/her.

A Note on CityTech’s Counseling Center:

The Counseling Services Center supports the educational, emotional and career development of City Tech students by providing opportunities for skill development, counseling and referrals that address obstacles to success. The Center is currently available to students remotely. For questions and appointments, contact the Center at counseling@citytech.cuny.edu or 718-260-5030.

SCHEDULE

The schedule is subject to change—check OpenLab and Slack for updates.

INTRODUCTION

Class 1—W 8/26: Lecture - Introductions / Overview of the class, structure and goals [[Assignment #01, due the day before Class 3](#)]

Class 2—M 8/31: Lecture - Understanding the Emerging, Interactive Media Landscape + Historical Context

DESIGN THINKING + PROTOTYPING

Class 3—W 9/2: Lecture - Human-Centered Design Thinking + Rapid Prototyping Methodologies [[Assignment #02, due the day before Class 5](#)]

M 9/7: NO CLASS – COLLEGE CLOSED (Labor Day)

Class 4—W 9/9: Lab - Quick & Dirty Speculative Design Workshop [[Assignment #03, due the day before Class 6](#)]

GAME DESIGN + INTERACTIVE MEDIA TRACK (Design)

Class 5—M 9/14: Guest Lecture by Professor Heidi Boisvert / Lab - Values at Play - Game Concept

Class 6—W 9/16: Lecture - Intro to Game Design + Interactive Media Development [[Assignment #04, due the day before Class 8](#)]

Class 7—M 9/21: Discuss Project 1 / Lab - Lo-fi Prototyping Lab

Class 8—W 9/23: Lab - Project Development

M 9/28: NO CLASS – COLLEGE CLOSED (Yom Kippur)

Class 9—W 9/30: Lab - Project Development (continued) + Playtesting

Class 10—M 10/5: PROJECT 1 DUE - Project Presentations + Critiques [[Assignment #05, due the day before Class 12](#)]

MEDIA COMPUTATION TRACK (Software)

Class 11—W 10/7: Lecture - Intro to Media Computation

M 10/12: NO CLASS – COLLEGE CLOSED (Indigenous People's Day)

Class 12—W 10/14: Introduction to Creative Coding with p5.js, Part 1 [[Assignment #06, due the day before Class 14](#)]

Class 13—M 10/19: Lecture + Lab - Creative Coding with p5.js, Part 2

Class 14—W 10/21: Lecture + Lab - Creative Coding with p5.js, Part 3 [[Assignment #07, due the day before Class 16](#)]

Class 15—M 10/26: Guest Lecture by Professor Adam Wilson (part 1) / Lecture + Lab - Creative Coding with p5.js, Part 4

Class 16—W 10/28: Lab / Discuss Project 2

Class 17—M 11/2: Lecture + Lab - work on Project 2

Class 18—W 11/4: PROJECT 1 DUE - Project Presentations + Critiques [[Assignment #08 posted, due the day before Class 20](#)]

PHYSICAL COMPUTING + 3D FABRICATION TRACK (Hardware)

Class 19—M 11/9: Lecture - Intro to Physical Computing

Class 20—W 11/11: Discussion of Assignment 8 / Arduino overview

Class 21—M 11/16: Guest Lecture by Professor Allison Berkoy / Lecture + Lab - Discuss Project 3 / Project 3 Ideation

Class 22—W 11/18: Lab - Project 3 Research & Development

Class 23—M 11/23: Lab - Project 3 R&D continued + Project 3 preparation

W 11/25: NO CLASS – classes follow Friday schedule

Class 24—M 11/30: PROJECT 3 DUE: Project Presentations + Critique
[\[Assignment #09, due the day before Class 26\]](#)

MUSIC TECHNOLOGY TRACK (Software)

Class 25—W 12/2: Lecture - Intro to Music Technology

Class 26—M 12/7: Lecture + Lab - Introduction to Music Tech with Max/MSP
[\[Assignment #10, due the day before Class 28\]](#)

Class 27—W 12/9: Lab - Max/MSP / Discuss Project 4

Class 28—M 12/14: Guest Lecture by Professor Adam Wilson (part 2) / Lab - Max/MSP

Class 29—W 12/16: Lab - Max/MSP + Project 4 preparation

Class 30—M 12/21: PROJECT 4 DUE: Project Presentations + Critiques