Introduction to Digital Art and Design
ARTS 612 Fall 2016 | Christopher Chenier
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Digital Design Studio, 301 High Street
Office Hours: Thursdays 12PM-2PM

Course Description
This course introduces students to the digital arts: a loose collection of practices and approaches to art drawn together by a shared interest in digital culture, computational media and computer-based art production. While developing the critical and formal skills to thoughtfully engage problems in contemporary art, students will learn to create and communicate ideas visually and digitally. We will use a range of creative software platforms to achieve this. Sessions will emphasize the uses of software (Adobe Creative Suite and others) for project development, prototyping, and experimentation.

Goals
- Students will conceive, plan, execute, and present original digital artworks.
- Students will become independent agents in learning new digital creative skills and processes.
- Students will think creatively and critically about the role of digital culture and technology in contemporary art and design.
- Students will become critical makers through an iterative, hands-on learning process that validates making and doing as key forms of intelligence and meditation today.

Requirements
Participation
Active participation throughout this course is necessary for the successful completion of assigned work. Students are expected to maintain sustained and rigorous studio practices throughout the term. In addition to art production, students will encounter reading and research assignments, discussions, and critiques. Students are expected to be present for all class meetings. Please email me with significant notice if you must miss a class. Chronic lateness and/or absences will jeopardize your grade. Following 1 absence, each missed session is
calculated against your final grade in 1/2-letter increments (i.e. if you miss 2 classes, an “A” grade becomes an “A-”). Students will be evaluated based on the following: Participation/attitude, creative/conceptual work, technical dexterity and progress over the term.

**Statement of Commitment:**
This course is aggressively structured. For every hour spent in class, expect two hours of out of class work. Please commit to the following: Put in the time. Be respectful of your peers’ time and mine. Work your hardest, be self-motivated, learn through trial and failure. Share what you learn and know freely with all. Push yourself beyond your comfort zone. Be brave, adventurous and surprising.

**Presentations:**
Students will select an artist around whom they will craft a 20 minute presentation. Presentation materials - texts, images, links, etc. - will be circulated to the class prior to the presentation. Presentation materials will be of high quality and generous in number. Presentations will be coherently organized and thoughtfully articulated. This is a service both to yourself and to the group. Students may share no more than 2 minutes of a video during presentations.

**Grading**

![Grading Diagram]

- Milestone Projects: 30.00%
- Short Assignments: 20.00%
- Presentations: 20.00%
- Participation: 30.00%
**Milestone Projects**

**Project 1: Speculate, Nudge, Persuade**
Create a series of 3 images illustrating a promotional campaign for a micro-utopia of your own design. Images will be printed 24” x 36” on inkjet media.

**Project 2: GIFs**
Create a GIF or series of GIFs leveraging the movement and repetition of this ubiquitous and highly portable file format.

**Project 3: TBA**
Coming Soon!

**Project 4: TBA**
Coming Soon!

**Schedule**

**9.13 Week 1:**
Introductions & Course Overview
Review: Photoshop Lecture 1
Assignment: Short Project 1

**9.20 Week 2:**
Review: Short Project 1 and Reading
Assignment: Milestone 1

**9.27 Week 3:**
Student Presentation
Work in Studio
Assignment: Work on Milestone 1

**10.4 Week 4:**
Student Presentation- Laura Pierce
Critique 1: Milestone 1
Assignment: Short Project 2

**10.11 Week 5:**
Review: Short Project 2
Student Presentation -
Assignment: Milestone 2
10.18 Week 6:
Student Presentation - Max Sass
Work in studio
Assignment: Work on Milestone 2

10.25 Week 7:
Critique: Milestone 2
Assignment: Short Project 3

11.1 Week 8:
Review: Short Project 3
Student Presentation - Nelson
Assignment: Milestone 3

11.8 Week 9:
Student Presentation-Clare, Rachel
Work in studio
Assignment: Work on milestone 3

11.15 Week 10:
Critique: Milestone 3
Assignment: Short Project 4

11.22 Week 11:
Review: Short Project 4
Assignment: Milestone 4

12.6 Week 12:
Student Presentation
Work in Studio
Assignment: Work on Milestone 4

12.13 Week 13:
Critique: Milestone 4
PARTY.

Resources
Web:

MoMA | Architecture and Design: [here](http://www.moma.org/)
Cooper Hewitt Smithsonian Design Museum: [http://www.cooperhewitt.org/](http://www.cooperhewitt.org/)
Artsy: [https://www.artsy.net/](https://www.artsy.net/)
Rhizome: [http://rhizome.org/](http://rhizome.org/)
Ars Electronica: [http://www.aec.at/news/](http://www.aec.at/news/)
Vdrome: [http://www.vdrome.org/](http://www.vdrome.org/)
Net Art: [http://www.net-art.org/](http://www.net-art.org/)
Elephant Magazine: [https://elephantmag.com/](https://elephantmag.com/)
Eyebeam: [http://eyebeam.org/](http://eyebeam.org/)
eyeo Festival: [http://eyeofestival.com/](http://eyeofestival.com/)
FAT (Free Art Technology Lab): [http://fffff.at/about/](http://fffff.at/about/)
Art F City: [http://artfcity.com/](http://artfcity.com/)
We Make Money, Not Art: [http://we-make-money-not-art.com/](http://we-make-money-not-art.com/)
Leonardo: [International Society for the Arts, Science, and Technology](http://www.leonardo.info/)

People:

- Cory Arcangel
- Hito Steyerl
- Jennifer Steinkamp
- Casey Reas
- Anthony Antonellis
- Xaviera Simmons
- Ignacio Uriarte
- Jacoby Satterwhite
- Artie Vierkant
- Katja Novitskova
- Jonathan Monaghan
- Kate Cooper
- LaTurbo Avedon
- Lizzie Fitch
- Constant Dullaart
- Erica Scourt
- Tyler Coburn
- Heather Dewey
- Hagborg-Clare
- Trevor Paglen
- James Bridle
- Alexei Shulgin