

New Media Class Offerings – Spring 2019

ART 150 - Introduction to New Media Arts

This studio course introduces fundamental skills used to create interactive art, sound, light, and responsive environments, including circuit making & bending. Hands on exercises enable all students to explore and master the use of basic electronics components, sensors, and programming for interactive installation projects. In class lectures introduce students to the most innovative and provocative new media artists. Laptops are required. (No prior experience required. Laptop Required.)

ART 151 - Creative Coding

Through this interdisciplinary course, students will learn the code-based tools used to shape raw data into interactive audio and visual projects. Students will investigate the ways in which social media, data, and code have been instrumental in reconfiguring the nature of social relationships in our society. This includes fundamental shifts in how we work, socialize, participate in culture, and interact with the spaces and communities around us. A close look will be taken at the evolution of visual strategies used to frame social data over the past decade. Surveyed topics include strategies of navigation through the new landscape of data-driven imagery - imagery intent on 'meaningfully' reflecting back on us who we are through our data. Readings and in-class discussions will delve into the ethical implications related to the use of data as a medium, and to methods of data collection, generation, curation, processing, dissemination, and use. Coding tools include Processing, HTML, Javascript, and Python. (No prior programming experience required. Laptop Required.)

ART 350 - Topics in New Media Arts: Intermediate (Game Play)

This hands-on course offers an exploration of contemporary art works constructed as games. Games represent a rapidly emerging medium, the history of which must be analyzed through the lenses of art history, new media studies, and game studies in order to be fully contextualized. Students will discuss methods by which game authors extend the visual traditions and conceptual ideals of contemporary art into the gaming medium. In this course, students will simultaneously gain the technical skills needed to create their own games and participatory projects as well as explore different game genres including text-based games, first-person shooters, strategy games, simulators, and abstract games of chance. Students will analyze, develop, play, and even hack games in order gain an understanding of their frameworks and programmatic strategies. The course is intended to incite an active and critical perspective on contemporary game practices in art. (No prior programming experience required. Laptop Required.)

ART 250 / 453 - Information Aesthetics II

Through a combination of lectures and workshops, this project-based course will explore how data is used to control, manipulate and influence the body, and how artists, writers, and activists have responded to issues of privacy, representation, gender, and identity. By scrutinizing how our networked activities are reduced to data to be surveilled and analyzed through our online behaviors, mobile devices, CCTV, 3D scanning, computer vision, and machine learning algorithms, we will produce interdisciplinary artworks that critique data as commodity and exploit errors in software as radical artistic practice. (No prior programming experience required. (Laptop Required. Junior standing or above, or Consent of Instructor. Instructor contact: tfunk4@uic.edu)

ART 455 - 3D Space II: Animation

This course provides an introduction to 3D animation. Students will develop a multi-purpose skill set that may be used for innovative content creation in filmic animation and compositing, pre-visualization of sculptural installations and design objects, biomedical visualization, virtual world/ game design, and other cross-media explorations. Techniques for creating animated visualizations of 3D data are explored. Traditional, linear and non-linear animation techniques will also be introduced. (Prerequisite: ART 454 - 3D Space I, or Consent of Instructor. Laptop Required)