



TIME-BASED MEDIA

DIG 2282C • 12997 / Spring 2020

credit hours: 3

Location: Norman Addition 2-056F

Time: Mon, Wed periods 11-E-2 (6:15-9:10PM)

UF PHILOSOPHY:

UF encourages the intellectual and personal growth of its students as scholars and citizens. As an educational institution, the University recognizes that the transmission of knowledge, the pursuit of truth, and the development of individuals require the free exchange of ideas, self-expression, and the challenging of beliefs and customs. In order to maintain an environment where these goals can be achieved safely and equitably, the University promotes civility, respect and integrity among all members of the community. As stated in the Standard of Ethical Conduct, students are expected to exhibit high standards of behavior and concern for others.

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UNIVERSITY POLICE:

(352) 392-1111 or
EMERGENCIES: 911

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SNAP:

Free campus safety
transportation service
(352) 392-SNAP
or through TapRide app

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INSTRUCTOR: Annemarie Poyo Furlong

EMAIL: apoyofurlong@ufl.edu

Instructor will respond to emails within 24 hrs

OFFICE: NRNA comp lab lobby OFFICE HRS: Tues 2-3PM and by appt.

**Class announcements, homework assignments, critique dates, and special events are communicated verbally in class, through email, and through our class website. Supplementary resources and extra credit opportunities are also noted on the website. Assignments will be submitted through each student's personal blog. Attendance and grading will be recorded through Canvas.

COURSE DESCRIPTION

This course introduces the concepts of time-based art practice through stop-motion animation, video, sound, and performance. Aesthetic, technical, historical, and conceptual issues within the context of contemporary art and theory are addressed through lectures, demos, exercises, research, readings, screenings, and projects.

COURSE LEARNING OBJECTIVES

Through in-class exercises and formal assignments, students will demonstrate an understanding of the following concepts and skills:

- Comprehend terms, ideas, and issues related to time-based practice, including: motion, duration, pacing/tempo/rhythm, linear and non-linear narrative, and performance.
- Learn to record / shoot, capture, edit and deliver audiovisual media.
- Develop skills in temporal and spatial design and composition.
- Acquire knowledge of sound design as it relates to image and time-based structures.
- Generate and develop ideas and concepts from observation, personal reflection, and research topics related to the concept and content of assigned projects.
- Develop visual literacy and critical thinking skills through participating in critiques.
- Experience diverse approaches to developing an art practice.
- Learn about artists past and present who work with time-based concepts, including film, video, sound, installation, sculpture, and performance.

COUNSELING SERVICES

Resources are available for students and spouses/partners experiencing personal problems or academic/career concerns interfering with academic performance.

counseling.ufl.edu/cwc/ or (352)392-1575

STUDENTS WITH DISABILITIES

Students requesting classroom accommodation must first register with the Disability Resource Center (Reid Hall, phone (352)392-8565, dso.ufl.edu/drc/). The DRC will provide documentation to the student, who must in turn submit it to this instructor upon requesting accommodation. Course materials are available in alternative format upon request.

REQUIRED MATERIALS

- Recommended 100+GB hard drive (Mac compatible) or access to cloud storage
- USB flash drive or access to cloud storage
- Access to image recording device for still and video
- Headphones or earbuds
- Access to software: Adobe Photoshop, Audacity (open source), and Premiere Pro CC (available in the UF CIRCA computer labs).
- Three-button mouse is strongly recommended
- Required registration with linkedin.lynda.com, vimeo.com (or youtube), soundcloud.com

NO REQUIRED TEXTBOOK.

Readings will be provided via pdf or links via class website.

METHOD OF INSTRUCTION

The method of instruction for this course is comprised of lectures, screenings, demos, in-class exercises, readings/research, written responses, discussions, assigned projects, and critiques. Students should expect to spend a minimum of 5-10 hours weekly outside class to work on projects and do research.

Four major projects will be completed. Each project will be detailed on a project sheet distributed at the time of assignment, as well as posted on our class website. During the course of each project, there will be lectures, demos, in-class work time, and discussions or informal critique (as a class, in small groups, and individually). At the conclusion of each project, there will be a formal critique to discuss the work. Critiques will provide an opportunity to use imaging vocabulary, recognize opportunities for improvement, and develop effective imaging strategies.

UF MEDIA LAB POLICY

No food or drinks. Certain Norman Hall and Architecture computer labs are teaching spaces, and thus access hours may be limited. Students may work in these labs when not occupied by classes. Note that the common area in the Architecture computer lab is open 24/7.

As the lab computers are wiped daily, all work should be stored on your USB flash drive, external hard drive, or cloud storage.

LAB HOURS: <https://labs.at.ufl.edu/Hours.php>

CLASS WEBSITE, BLOG / ELECTRONIC PROCESS BOOK

Class announcements, projects, homework, special events, extra credit opportunities and other class information are made available to students through the class website: tbn2019.com. Each of you will maintain a personal blog (linked through our website) to serve as an electronic process book, which will be factored into your grade for each project. You are expected to upload in-class exercises, clips, digital images, and notes from online research, drafts of work in progress, and notes from feedback from classmates and/or the instructor. The four projects will be uploaded to an external site such as vimeo or soundcloud with links to the works submitted via your blog.

PARTICIPATION / CELL PHONE POLICY

The class dynamic depends on your energy, initiative, attitude, productivity, and willingness to get involved in group discussion and critiques. Participate in a responsive and respectful manner during class discussion, critiques, and blogging.

Mute your phones and put them away at the beginning of class. Spend your time making art, not texting or browsing social media. Being in class is your opportunity to get feedback from the instructor and your classmates. Take advantage of it! Ask questions and contribute answers. Reflect on the comments you receive to gauge the effectiveness of your work.

CRITIQUE GUIDELINES

- Arrive prepared with professionally presented work.
- Be prepared to discuss your own and classmates' work.
- Provide respectful feedback.
- No side conversations or texting during presentations or critiques.
- Please mute cell phones prior to class.
- Attending critique is one of the most important aspects of class. If you arrive to critique late, you will not be able to show your work, and participation points will be deducted from your grade.

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COURSE EVALUATION

Students are expected to provide feedback on the quality of instruction in this course. Evaluations are conducted via: <https://evaluations.ufl.edu/evals/>. Each semester, students will be informed via email when online evaluations are open. Summary results of these assessments are available at the same website. Faculty receives results only after grades are finalized.

EVALUATION AND GRADING CRITERIA

Participation, Homework and In-class Assignments: 40% of grade

Participation includes:

- Arriving to the lab prepared and ready to work, on time, with materials
- Contributing to class discussions and critiques by asking relevant questions and giving thoughtful responses and feedback
- Consideration for classmates, positive attitude
- Attendance

Projects: 60% of grade

Project 1: 10%

Project 2: 15%

Project 3: 15%

Project 4: 20%

Projects will be graded on their success in the following areas: process work / concept development, risk-taking, experimentation, excellent design and composition decisions, craftsmanship, ambition, technical competency, and meeting project deadlines. All Projects must be completed in order to pass the class.

Save your work often. Tech fails and programs often crash. Technology failure is not a valid reason for late work.

Regularly posting to your blog is required for developing concepts. Process work as well as each Project must be finished within the specified deadlines.

LATE WORK

Work must be completed on time to receive full credit. Assignments (posted on blog as appropriate) are due at the beginning of class unless stipulated otherwise by instructor. Due dates are listed on our website and are announced in class. Projects will not be accepted after the due date without prior permission. Failure to complete other assignments on time will result in a drop of a half letter grade for each day it is late – work that is more than 5 days tardy will receive no credit. Students who miss class must obtain information from peers; handouts can be obtained from class website. Make-up of assigned work due to extenuating circumstances must be completed within 1 week of absence. It is the student's responsibility to make sure work is completed on time.

GRADING SCALE

A.....94-100

Exceptional work; all criteria of assignment have been surpassed in a distinguished manner and solutions to problems presented exhibit a depth of understanding. In addition, student is engaged in exceptional studio practice, which includes active research, looking up artists recommended, asking relevant questions about other artists' works or ideas, and being thoroughly engaged in course content.

A-.....90-93

Well-presented, superior work: all criteria of assignment were surpassed in a distinguished manner (including exceptional studio practice highlighted above). Minimal improvements could be made to the Project overall.

B+.....87-89

Very good work: all criteria of assignment were surpassed, minor changes could be considered and executed to bring piece together. Studio practice was exceptional.

B.....84-86

Very good work: above average solutions and clear potential. Most criteria of assignment were surpassed with some improvements to be made. Execution was well done. Studio practice during the Project was commendable.

B-.....80-83

Good work: most criteria of assignment were met. Work showed promise with a few significant improvements to be made. Studio practice was adequate.

C+.....77-79

Slightly above average work: most of the criteria of the assignment were met. The work is not yet a unified whole or cohesive statement, yet effort was made. Studio practice was adequate, but could be more reflective and thoughtful.

C.....74-76

Average work: the assignment directions were followed and the requirements were met in a relatively routine way. Slippage in levels of craft, originality and presentation. Studio practice was adequate, but could be more reflective and thoughtful.

C-.....70-73

Slightly below average work: the assignment directions were followed and the requirements were minimally met, but there is much room for developing assignment's concepts further. The level of craft and breadth and depth of idea development needs improvement. There is some evidence of studio practice, but the quality and quantity is lacking.

D+.....67-69

Below average work: an attempt to solve the problem was made, but there is much room for improving skills and developing concepts further. The criteria of the assignment are barely met. Basic craftsmanship skills have been neglected and there is a lack of breadth and depth of idea development. There is minimal evidence of studio practice, but the quality and quantity are lacking.

D.....64-66

Inadequate, below average work: the requirements of the assignment are not addressed. The execution of the work is careless and represents an incomplete effort. Work is substandard.

D-.....60-63

Unacceptable work and effort: the requirements of the assignment are not addressed. The execution of the work is careless and represents an incomplete effort. Work is substandard.

E.....below 60

Unacceptable work and effort: the work submitted is inadequate; the requirements of the problem are not addressed. The piece represents careless and/ or incomplete effort. Work is substandard. Or, assignment was not submitted.

*Please note that a C- or below is not an acceptable grade for any course in which a 2.0 GPA (or C) is required, i.e., any course in the major.

ATTENDANCE POLICY

Attendance is taken at the beginning of each class. Students are expected to arrive to class on time and be prepared to participate in all activities. You will be considered tardy if you arrive after roll is taken. Three late arrivals or early self-dismissals will count as one unexcused absence. Coming to class without materials is considered an unexcused absence. An unexcused absence does not constitute an extension of an assignment.

Your participation grade will drop a full letter after two unexcused absences. Following that, each unexcused absence will drop your participation grade by another letter. Six unexcused absences will result in failing the course. **Students must be present for the final critiques (including their colleagues' critiques) in order to receive credit for their final project.**

Appropriate documentation from the student health service must be obtained for medical excuses.

Registered students who do not attend at least one of the first two class meetings for the course, and who have not contacted the department to indicate their intent, may be dropped from the course.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies, which can be found in the online catalog at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

ACADEMIC HONESTY POLICY

As a result of completing the registration form at UF, every student has signed the following statement: "I understand that the University of Florida expects its students to be honest in all of their academic endeavors and understand that my failure to comply with this commitment may result in

disciplinary action up to and including expulsion from the University.” The Honor Code (<http://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies dishonest behaviors and possible sanctions.

DRUG-FREE SCHOOL + WORKPLACE CLEAN INDOOR AIR ACT

The SA+AH is committed to upholding the policies set forth by UF with regards to drug and alcohol use and smoking in educational facilities. Possession or use of drugs or alcoholic beverages is not allowed in the classroom or outdoor areas. In addition, The Florida Clean Indoor Air Act of 1992 prohibits smoking in educational facilities. Violation of University policies and applicable laws is grounds for disciplinary action up to and including expulsion and does not preclude the possibility of criminal charges.

DISRUPTIVE BEHAVIOR

Any member of the UF community who acts intentionally to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action by University authorities for misconduct, as set forth in the applicable rules of the Board of Regents and the University and state law governing such actions. Be advised that you will be dismissed from class if you engage in disruptive behavior.

HEALTH & SAFETY GUIDELINES:

The School of Art + Art History Health and Safety Policy handbook provides policy and training for health and safety. Students must follow handbook policies, receive proper training, and sign the signature page, no later than the third class meeting. Please make yourself familiar with the SA+AH Health and Safety Program:

<https://arts.ufl.edu/site/assets/files/37319/saahhealthandsafetyhandbook.pdf>

**Use of aerosol products (such as fixative, spray paint) may only be used in the designated spray booth in FAC 211A.