Time Based Media
Summer A 2020
University of Florida
School of Art & Art History

Instructor: Elham Masoudi   **Meets:** M,T,W,R,F,   9:30 AM – 12:15 PM
Email: emasoudi@ufl.edu
Room: Zoom Meeting
Zoom Link:
https://ufl.zoom.us/j/99211198537?pwd=K21rcTJVQmZxWnFIbG9rakMvVmpIdz09

Meeting ID: 992 1119 8537
Password: 153631

Office Hours:TBA
Class # : 14876 | 14877

Course Description

This course introduces the concepts of time-based art practice through animation, video, sound, performance, participation and installation. Students create artwork that explores linear and non-linear narrative, seriality, context, embodiment, virtuality, and networks. Aesthetic, technical, historical, and conceptual issues within the context of contemporary art and theory will be addressed through lectures, demonstrations, exercises, projects, screenings, research, and readings.

Time Studio Materials List:

- Adobe Creative Cloud software suite
- In this class we will use Audacity for sound editing. You can download this program off of the internet. https://www.audacityteam.org/
- Additionally, please be familiar with the imaging and photo software that comes with your computer for image capture like Photo Booth for Mac or Crazy Cam on a PC.

Required Hardware

COMPUTER

You will need a laptop or desktop computer with approximately the following specs in order to be successful in Time-Based Media.

The computer needs to have the following specifications.

at least a 2.8GHz processor 16GB memory 512GB hard drive storage - You could also purchase a portable hard drive, the bigger the better. Video card similar to a Radeon Pro 560 with 4GB

memory USB and HDMI ports (You will probably be okay with only USB, but it has to be USB 2.0)

MOUSE or TRACKPAD

KEYBOARD

WEBCAM

Either one that is built in to your computer or an external one connected via a USB port.

HEADPHONES

CAMERA

You need a camera that can use to take video. You also need a device that records sound.

You can use your phone or if you have a DSLR camera of your own, feel free to use that as well.

COURSE LEARNING OBJECTIVES

 Through online 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.

Grading

Grades will be based 90% on class assignments and 10% on class participation. You are expected to constructively criticize your peers. Constructive criticism is considered a part of your class participation. Specific info on grades and grading can be found at:
https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx
Not withstanding the description of grades above, generally, grades are conceived in this way:

A(Excellent) Student's work is of exceptional quality and the solutions to problems show a depth of understanding of the program requirements. Project is fully developed and presented well both orally understanding of the program requirements. Project is fully developed and presented well both orally and graphically. Student has developed a strong and appropriate concept that clearly enhances the overall solution.The full potential of the problem has been realized and demonstrated.
B(Good) Student's work shows above average understanding and clear potential. All program requirements are fulfilled and clearly and concisely presented.
C(Fair) Student's work meets minimum objectives of course and solves major problem requirements. Work shows normal understanding and effort. Quality of project as well as the development of knowledge and skills is average. knowledge and skills is average.
D(Poor) Student's work shows limited understanding and/or effort. Minimum problem requirements have not been met. Quality of project or performance as well as development of knowledge and skills is below average.
F(Failure) Student's work is unresolved, incomplete and/or unclear. Minimum course objectives or project requirements are not met, and student's work shows lack of understanding and/or effort. Quality of project or performance is not acceptable. Instructor's evaluation of student's interest, motivation, attendance, proficiency and overall development or improvement during the semester will be taken into consideration in determining the final course grade. This syllabus is subject to refinement and development throughout the semester based on feedback and class interaction. Policies and grading criteria are absolute and will not change. feedback and class interaction. Policies and grading criteria are absolute and will not change. Any substantial changes will be discussed with the class prior to implementation.

Grading breakdown:
Project 01 = 10%
Project 02 = 15%
Project 03 = 20%
Project 04 = 40%
Class Participation = 15%

Late Policy

Assignment must be turned in on the due date. Late assignments will drop one letter grade per day late (24 Hours). A missed class does not constitute an extension of an assignment. Only in the event of significant illness (medical note required) or calamity (death in the family, natural disaster)work may be made up. Students are responsible for making arrangements as soon as reasonably possible to make up for a missed class.

Attendance

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at: https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx.orem Ipsum

Evaluations

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

Religious Observances

You must notify the instructor prior to the class or occurrence of that class, test or activity of any religious holidays for which you will miss class. Students, upon prior notification of their instructors, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. A student who believes that he/she has been unreasonably denied an education benefit due to religious beliefs or practices may seek redress through the student grievance procedure.

Accommodations For Students With Disabilities

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, dso.ufl.edu/drc) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Honesty

As a result of completing registration at the University of Florida, every student has agreed to the following statement: "I understand that the University of Florida expects its students to be honest in all their academic work. I agree to adhere to this commitment to academic honesty and understand that my failure to comply with this commitment may result in disciplinary action up to and including expulsion from the University. "An academic honesty offense is defined as the act of lying, cheating, or stealing academic information so that one gains academic advantage. As a University of Florida student, one is expected to neither commit nor assist another in committing an academic honesty violation. assist another in committing an academic honesty

violation. Additionally, it is the student's duty to report observed academic honesty violations. These can include: cheating, plagiarism, bribery, misrepresentation, conspiracy, or fabrication. http://www.dso.ufl.edu/judicial/academichonestystudent.html The University's honor code is found on-line at: http://itl.chem.ufl.edu/honor.html

Disruptive Behavior

Faculty, students, Administrative and Professional staff members, and other employees [hereinafter referred to as "member(s)" of the University], who intentionally act 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. A detailed list of disruptive conduct may be found
at http://www.aa.ufl.edu/aa/Rules/1008.htm Be advised that you can and will be dismissed from class if you engage in disruptive behavior.