COURSE CONTENT

Course Code	DN1010
Course Title	Experimental Interaction
Pre-requisites	NIL
No of AUs	3
Contact Hours	39

Course Aims

Experimental interaction introduces students to the basic principles of interaction with media through collaboration, play and group-based projects. The overarching concept of interaction is investigated throughout the course in lectures, readings, and discussion of media art, which accompanies the hands-on projects. Students will be working with digital, networked, and social media, as well as found objects and other materials to explore viewer interaction and peer-to-peer forms of creative play. The course involves a study of DIY (Do it Yourself) and maker culture that better informs an understanding of interdisciplinary and open source thinking critical to the spirit of sharing and collaboration in the arts and design.

Intended Learning Outcomes (ILO)

By the end of this course, you (as a student) would be able to:

1. Apply the fundamental dynamics of collaboration to art and design practice to identify and facilitate the process of conceptualization and creation of group-oriented projects.

2. Work productively with interdisciplinary teams of artists and designers who have varying areas of specialization to integrate skills in the creative process.

3. Creatively apply principles of interactivity in contemporary art and design to develop a deeper understanding of the user experience in new media forms.

4. Through projects, discussion, and readings, gain a critical view of digital and social media to better appraise, analyze and interpret their impact on contemporary culture.

5. Communicate and explain course concepts through written and oral presentations.

Course Content

- **Collaboration and Interaction**
  Study interaction design practices in the creation of media projects through group collaboration.
  Engage in the creation of group projects that explore narrative as a process of collective narrative.

- **Open Source / Open Culture**
  A study of open source ideology and how this form of sharing and collective thinking emerges in the art and design arena.
  Study examples of DIY and maker culture that emphasize sharing and transparency in the

creative process.

- **Role of the Viewer**
  Overview of viewer engagement through human interaction and social discourse.
  Understand the changing nature of the interactive design object or artwork in terms of
  how the viewer has impact and agency on the outcome of the experience.

- **Social Media**
  An exploration of social media platforms and how they are used creatively and critically.
  Reflect on how the individual in contemporary culture is impacted through the everyday,
  ubiquitous use of social media.

- **Online Technique**
  You will work with the Open Source Studio (OSS) Web platform to document their work
  and ideas, learning techniques of online writing and media documentation.
  You are taught to better understand how your work as artists and designers is enhanced
  through a better understanding of the online environment as virtual studio space.

Assessment (includes both continuous and summative assessment)

Component	Course LO Tested	Related Programme LO or Graduate Attributes	Weighting	Team/Individual
Continuous Assessment 1 (CA1): Assignments: small scale collaborative micro-projects	1, 2, 3, 4, 5	Competence, Creativity, Communication and Character	50%	Individual/ Team
Continuous Assessment 2 (CA2): Participation: Research critiques and presentation	1, 2, 3, 4, 5	Competence, Creativity, Communication and Character	20%	Individual
Final Project: Large scale group collaborative project	1, 2, 3, 4, 5	Competence, Creativity, Communication and Character	30%	Team
Total			100%	

Reading and References

Higgins D. (1963). "Intermedia" in Packer, R., & Jordan, K. (Eds.). Multimedia: from Wagner to Virtual Reality ([Expanded ed.). New York: Norton 2001.

Engelbart, D (1963). "Augmenting Human Intellect: A Conceptual Framework" in Packer, R., & Jordan, K. (Eds.). Multimedia: from Wagner to Virtual Reality ([Expanded ed.). New York: Norton 2001.

Bourriaud, N (2002) Relational Aesthetics. Dijon: Les presses du reel

Vaidhyanathan, S (2005) "Open Source as Culture-Culture as Open Source," The Social Media Reader. New York: New York University Press, 2012

Downey, A (2007) "Towards a Politics of (Relational) Aesthetics", Third Text, vol. 21, no. 3

Wittkower, D. E. (2010). Facebook and Philosophy: What's on your Mind? A Reply to Facebook Critics, Popular Culture & Philosophy

Garrett, M (2014) "DIWO: Artistic Co-creation as a Decentralized Method of Peer Empowerment in Today's Multitude," Sead White Papers Network, Illinois: Open Court

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core

of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule

Week	Topic	Course LO	Readings/ Activities
1	Introduction to the art of the social practice	1,2,3,4,5	Lecture and reading on introductory concepts in social practice
2	Open source thinking	1,2,3,4,5	Lecture, reading, presentation, and discussion on open source concepts / group micro-project / written research critique
3	Networked culture	1,2,3,4,5	Lecture, reading, presentation, and discussion on net-based collaboration / group micro-project / written research critique
4	DIY/maker culture	1,2,3,4,5	Lecture, reading, presentation, and discussion of DIY practices and peer-to-peer cultural production / group micro-project / written research critique
5	Social Networks	1,2,3,4,5	Lecture, reading, presentation, and discussion of social media as an artistic platform / group micro-project /

			written research critique
6	Interdisciplinary forms	1,2,3,4,5	Lecture, reading, presentation, and discussion of interdisciplinary and intermedia concepts, it's history, theory, and practice / group micro-project / written research critique
7	Review and discussion	1,2,3,4,5	Presentation of midterm writing assignment detailing synthesis of research and group projects
8-12	Final Project	1,2,3,4,5	Conceptualization, development, and creation of final group projects.
13	Project presentations	1,2,3,4,5	Presentation and critique of final group projects / written assignment with analysis of final group project