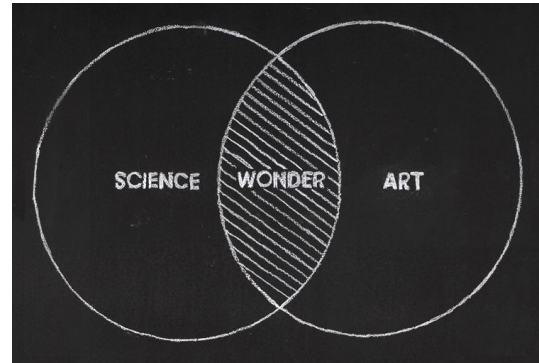


# ADAM Lab Studio

Course #: LMC 4813 BM, LMC 8803 BM, CS 4699  
M16, CS 8903 M16  
Instructor: Brian Magerko  
Office: TSRB 319  
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Office hours: TBD

TA: Nicholas Davis  
Office: TSRB 325  
Email: [ndavis35@gatech.edu](mailto:ndavis35@gatech.edu)  
Office hours: Wednesday @ 3:30pm

Class meetings: T/TH: 12:05-1:25PM Skiles 002



*This syllabus is a living document subject to change during the term.*

This course is the first in an intended two-semester offering of studio-based learning in computational expression in the ADAM Lab under Dr. Brian Magerko. The first semester will focus on familiarization with new computational tools, rapid prototyping of expressive computational media, and design collaborations with local area artists and the Eyedrum Art & Music Gallery. The output of this work will be computational media group projects (e.g. performances, installations, software, etc.), where the initial complete design will be the final output of fall 2016 and the final artifact as the final output of spring 2017.

The course will meet on Tuesdays and Thursdays. Tuesdays will be dedicated to design meetings. Thursdays will be a combination of lecture, group work, design meetings, and class readings.

## Undergraduate Learning Objectives

- Demonstrate the ability to analyze and critically evaluate existing digital media artifacts, services, and environments using formal knowledge, and to explain and defend one's critical evaluation.
- Demonstrate the ability to devise, design, create, and assess prototypical digital media artifacts, services, or environments and to contextualize them within recognized traditions of practice.
- Demonstrate use of digital media to create prototypes

- Demonstrate good time management skills
- Develop interactive media artifacts
- Can justify the design choices in their works
- Can formulate and test design hypotheses
- Can communicate, coordinate, and work productively as a team member

### **M.S. Learning Objectives**

- Demonstrate the ability to analyze and critically evaluate existing digital media artifacts, services, and environments using formal knowledge, and to explain and defend one's critical evaluation.
- Demonstrate the ability to devise, design, create, and assess prototypical digital media artifacts, services, or environments and to contextualize them within recognized traditions of practice.
- Demonstrate use of digital media to create prototypes
- Demonstrate good time management skills
- Develop interactive media artifacts
- Can justify the design choices in their works
- Can formulate and test design hypotheses
- Can communicate, coordinate, and work productively as a team member
- Can serve in a team leadership and / or mentorship role

### **Ph.D. Learning Objectives**

- Students can identify and analyze a domain within the field digital media and identify areas for original contribution as well as methods to pursue these contributions.
- Apply theoretical concepts to specific digital media works
- Students can formulate and explore the answers to critical questions in the domains of Arts & Entertainment, Public & Civic Media, and Knowledge & Creativity as related to new media
- Summarize and paraphrase key theoretical works
- Can serve in a team leadership and / or mentorship role

### **Attendance & Participation**

Class attendance and participation is mandatory. Participation in class discussion is imperative because it allows you to explore the readings, computing concepts, and projects collaboratively, and in the process, discover meanings and issues that you probably would not discover on your own. Participation in class also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

In addition, much of this class is based in critiques, which require full participation and cannot be replicated outside of class. Extensive teaching and learning occur through critiques: it is through

critiques that you will develop your skills for both making and discussion of the made. Thus, your attendance and participation in critiques is an important and required aspect of this class. Document your work. If there is a question about your effort in team work, I may ask all members to present their documented contributions to reflect their continued involvement in the work as a responsible team member. This can mean git commits with your username, written notes of yours from meetings or design sessions, etc. This is as much about learning the habits of documentation as it is to make your efforts clearly communicable.

## Grading

Grade distribution will be: course discussion & participation (50%) & final design project (50%)  
If you complete all of the requirements for the above reasonably well, you should expect to earn a B. In order to earn an A, you must complete and go “above and beyond” all of the requirements and your work / efforts / contributions must be exceptional.

*Absence from more than three classes will result in the loss of 1-letter grade for the course.  
Tardiness for more than four classes will result in the loss of 1-letter grade for the course.*

## Information for Students with Disabilities

Please notify the instructor if you have any disabilities with which you need special assistance or consideration. The campus disability assistance program can be contacted through ADAPTS: <http://www.adapts.gatech.edu>.

## Honor Code Statement

Students are expected to adhere to the Georgia Tech Honor Code: <http://honor.gatech.edu>.

## Assignments

The course is centered around the progress construction of knowledge through our interactions in the classroom and outside project work. The final project for this term will be a presentation of a design, initial prototype, and documentation of the creation process for the team.

## Course Schedule

The finals presentation is on 12/15/2016 from 11:30am - 2:20pm. Plan on being there; absence because of travel will not be permitted. We are open to taking a course vote to move this earlier in the week.

## Lagniappe

All ADAM Lab members are required to get IRB training. It is a simple online process that takes about an hour to complete. Go here (<http://researchintegrity.gatech.edu/about-irb/irb-required-training/>) for the training and test site.

Door access is for lab members only. Please coordinate with Mr. Terrell for door access.

Please do not remove any equipment from the lab without permission & signing it out. There is a signup sheet on the lockers for games, books, etc. Some equipment can be purchased in support of your projects; speak to Dr. Magerko about what is needed.