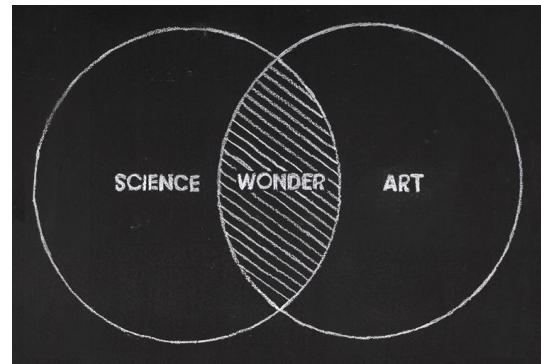


LMC 8803: Interactive Installations

Instructor: Brian Magerko
Office: TSRB 320B
Email: magerko@gatech.edu
Office hours: by appointment

Class meetings: T Th, 9:45-11 (?) Skiles 002 (?)



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

Course Description

This course will focus on the design and development of computational media experience prototypes in public spaces. This will entail a) readings on the design, development, and evaluation of interactive installations and b) multidisciplinary project teams working on the ideation and execution of an initial prototype for a public space. Project ideas will be proposed from each individual in class, culminating in a handful of selected team project ideas focused on idea, theme, and/or technology involved. We will read related works as we step through project ideation, material research, and building a functional prototype.

We will be collaborating with several public spaces this term: The Bremen Museum of Atlanta, the Bakery art space, the Children's Museum of Pittsburgh, and the Museum of Science and Industry in Chicago.

Videos from the instructor's previous studio projects can be found [here](#).

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

Ph.D. Learning Objectives

- Students can identify and analyze a domain within the field of 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

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 on 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.

Grading

If you complete all of the requirements for the assignment 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 must be exceptional across multiple grading factors.

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

Each student team working on a project will present monthly updates on their team project, including a design document / presentation by midterm and a working prototype based on that document by the end of the semester during the class' finals period.

Course Schedule

Tuesdays for the course will typically be dedicated to research discussions, design meetings, and project coordination.

Thursdays will typically be a student-led reading group focused on topics related to our work, including the learning sciences, design, the arts, creativity research, and cognition.

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. There is a signup sheet online for games, equipment, books, etc.

Schedule

Go [here](#) for the editable schedule for signing up for presentations, etc.