

# LMC 6650 BM: Designing for Social Distance

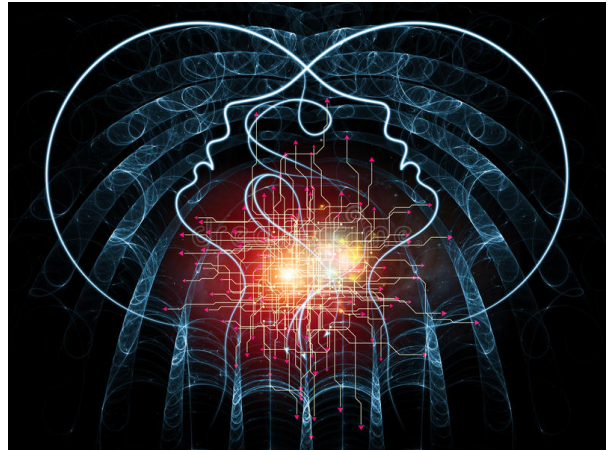
Instructor: Brian Magerko

Office: TSRB 320B

Email: [magerko@gatech.edu](mailto:magerko@gatech.edu)

Contact hours: message on MS Teams to schedule to chat

Class meetings: T 12:30 pm – 1:45 pm, 2pm – 3:15pm



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

## Course Description

Society has arguably never been more connected *and* distant than at present, where large parts of the global population are sheltered in place but still able to work, converse, and play together from a distance via the Internet. Even once we emerge from this current pandemic, our lives together on this planet will be irrevocably changed in terms of our relationships with each other and with technology.

This course will consider the following questions through paper & media discussions and design research:

- What are our social needs? How are they met?
- How has social distance been addressed in prior design research? in the arts?
- What are the current challenges we face as a society during social distancing? What innovative solutions have already emerged?
- How can we express or address these current challenges in ways that digital media especially affords?

This course will be  $\frac{1}{3}$  research and ideation for individual project ideas;  $\frac{1}{3}$  team formation and exploratory design research. Classes are typically  $\frac{1}{2}$  design conversations and updates and  $\frac{1}{2}$  reading group or project work.

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 (quasi)-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.

That being said--we are living in unprecedented times, and I will be both understanding and flexible with everyone's needs as they work from home.

Also, I heavily discourage any project teams from meeting in person.

## 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

Students will be graded based on their individual project proposals (¼), class participation (¼), team design proposals (¼), and the final prototype presentation (¼).

## Course Schedule

Half of each class will be dedicated to research discussions, design meetings, and project coordination.

The other half will be a student-led reading group focused on topics related to our work, including poetry, social science research, HCI, etc.

## Schedule

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

## Final Project Rubric

The final project presentation is your graded deliverable for the term and is graded on the following rubric:

- 25%: Quality of presentation materials & delivery (each team member should participate in the presentation)
- 25%: Presentation of a working computational prototype (this can be a pre-recorded video or live demo) and related materials (e.g. material research, surveys, etc.)
- 25%: Quality of the communicated design process & documentation
- 25%: Contextualizing the work (and potential future work) related to previous published research & works (by others)