Art 406: Artist's Machine
Professor Ashley John Pigford / design@udel.edu / Taylor 012
Office Hours: Tuesdays, 10am-12pm, by appointment only (through email).

Course Description
Exploration of artist-constructed machines (i.e. micro-electronics, robotics, kinetic sculpture and interactive installation) as media for artistic expression. Balance of theory and practice with specific emphasis on making of electronic objects and positioning these in various contexts. No prior knowledge of electronics required.

Learning Objectives
- prepare, construct and present materials for critique, exhibiting basic knowledge of electronics and electricity.
- demonstrate an understanding of micro-controllers and physical computing technologies.
- exhibit an understanding of the value of active experimentation to discover new forms of analog and digital technologies.
- compare and contrast new media and technological artworks as they affect one's culture and society.

Course Format
As a 400-level elective course, you are required to be self-motivated and actively participate in the course. If there is anything that is interfering with your ability to perform what is required in this class, it is your responsibility to speak with me so that accommodations can be discussed.
- Workshops: In-Class Work Periods.
- Assignments and Projects: Work to be completed between class periods and delivered according to the assignment's schedule.

See the Course Schedule for specific due dates and events. You are required to read the required books and be prepared to discuss what you read at the next class meeting. I will post web links to the course website that you are required to review prior to the next class meeting. These are for inspiration and provide additional information about the assignments and course content.

Workshops
A Workshop is an in-class work period. Content and topics demonstrated in workshops will not be repeated following the workshop.

Course Website / Sakai
https://sakai.udel.edu/portal *(you must log-in with your Udel ID and password)*
This Sakai website will be the "course website" for this course. It will be used for distribution of assignments, course schedule, posting announcements, web links and grades. Bookmark this website and check it often.

Course Schedule
I use iCal for the course calendar. If you wish to subscribe to this calendar, information will be provided through the course website. This is also published to the "Schedule/Calendar" page in the Course Website.

Attendance
This class meets Mondays and Wednesdays from 9:00-11:00am. If you miss class you are responsible for asking your fellow classmates about what you missed.

Room 22
The classroom for this course is a laboratory environment. Access to the classroom is available during class periods and when a monitor is available, (more information will be made available about monitors). You must return all materials you use at the end of the class period or work session.

Student Multimedia Design Center
If you do not already use the SMDC in the library, you must attend an orientation meetings. More info: http://www2.lib.udel.edu/usered/workshops/current.htm
or call: (302) 831-2432

Documenting/Delivering Your Work
You must turn in digital documentation, on disc, for all projects either when the assignment is due, or at the end of the semester as part of your Process Book. Please adhere to the following specifications:

All Discs (Macintosh formatted CD-R, CD+R, DVD-R, or DVD+R) must be labeled exactly this way (on the actual disc) in order for you to receive credit for the assignment:
- Your Name (First and Last)
- Course Number, Semester and Year (i.e. "Art 406, Fall 2011")
- Title of the Assignment

Place the disc in a protective case, do not design the case. A standard "jewel case" is highly recommended. All digital files must be in the following formats:
- InDesign: Export as a pdf, all fonts embedded, "high-quality print"
- Illustrator: Save as a pdf, all fonts embedded, "high-quality print"
- Photoshop: Save as a .tiff file (do not export/save for web as jpeg!)
- Flash: Publish as a .swf file
- iMovie, After Effects, Final Cut Pro: Export as a Quicktime Movie, H264 compression, full-size, high quality.
- html (websites): Put entire folder structure (root folder) on disc

Grade Evaluation
Each project includes a rubric on how it will be graded. Because this class is a technological art class, there is a premium on having working projects. However we will also place a secondary premium to having projects that work in an aesthetic sense. These are traditional criteria such as, How well does the project hold together as a whole? Are all of the elements of the project/artwork a necessary part of the whole?

> A = Exceeds Minimum Conceptually and Functionally
> B = Exceeds Minimum Functionally (Weak Conceptually)
> C = Meets Minimum Functionally and Conceptually
> D = Obvious lack of attention to project
> F = Failure to complete assignment

Final letter grades will be determined according to the University of Delaware's Official Grade Scale.

Letter Grade Descriptions

The following Letter Grade Descriptions detail the criteria for earning grades. Plus and minus grades fall between the straight letter grades in achievement. To receive a grade of C or better on any assignment, it must be turned in on time unless a PRIOR arrangement has been made or there is an emergency situation.

A   Outstanding work relative to the level necessary to meet course requirements. This work goes FAR beyond completing the requirements of the assignment and shows unusual mastery of the skills and innovative and creative thinking.

B   Significantly above the level necessary to meet course requirements. A "B" is a very good grade, but not outstanding.

C   Average achievement that meets the course requirements in every respect, but does not go beyond. A "C" is an average grade, meaning you did not succeed beyond the average effort of your classmates.

D   Worthy of some credit even though it fails to fully meet the course requirements. Basically, it means that you squeaked by... "D" is for "dangerously close to failing."

F   Represents failure and signifies that the work was either (1) completed but at a level of achievement that is not worthy of credit or (2) was not completed and there was no agreement between the instructor and the student that the student would be awarded an "I". Keep in mind that a student can turn in work, attend class and still fail the course if the work is not worthy of credit according to the clearly stated criteria for passing work. An "F" carries zero grade-points and the credits for the course do not count toward any academic degree program.

A letter grade of an "I" stands for an Incomplete Grade and is assigned at the discretion of the instructor when, due to extraordinary circumstances, e.g., hospitalization, the student was prevented from completing the work of the course on time. Student must have been passing the course before the emergency incident. Requires a written agreement between the instructor and student specifying the time and manner in which the student will complete the course requirements. In no event may any such written agreement allow a period of longer than 6 months to complete the course requirements.

The requirements and objectives for this course are clearly stated in this syllabus. This is the criteria you will be graded on. If you are not clear about the criteria or what you will be graded on, please ask. I encourage you to discuss your grades with me at any time. Federal law prohibits me from discussing your academic standing (including grades) with anyone except you. I am also prohibited from sending email with personal information such as grades.