

CTIN 594B: Advanced Interactive Project

Spring 2009

Location: IMD Student Studio Space

Time: Wednesdays 1:00 – 4:00 pm

Unit Value

4 units

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Office: IMD Co-Design Lab (Flower Street)

Office Hours: 11-1:00 Wednesdays, or by appointment

415-336-3138 (mobile)

Course Description and Goals

CTIN 594b is the second half of CTIN 594ab, a two semester sequenced course in which third year IMD MFA students are to complete the concept development, production, final documentation and testing of an advanced interactive project culminating in a thesis paper, presentation, and final show. While each project may have several students working in different production or programming capacities, all final controls and decision-making will be the responsibility of the enrolled third year MFA candidate. Along with the faculty supervisor, each MFA candidate student should have already compiled an approved Thesis Committee consisting of a Thesis Supervisor and at least two other participants. The advanced project is not only a portfolio project which demonstrates the student's technical, creative and managerial skills in creating an interactive project, but also should provide a significant contribution to the body of existing interactive media works.

Final deliverables include:

- Completion of thesis project that includes full functionality and final content;
- Exhibition of thesis project in a project-specific venue;
- One internal and one public presentation of their thesis project;
- Final draft of a thesis paper suitable for publication.

The thesis project is expected to both a technical and a creative achievement that integrates the exploration of new and novel media technologies with compelling and expressive content. Although the lines between technology and content are complex, students are expected to be mindful of both elements and will be assessed accordingly.

Students are further expected to be responsible for documentation and articulation of their thesis project into the corpus of academic scholarship, to both demonstrate “on whose shoulders” their work is built and to “leave a trail” for others pursuing similar work. Students will accordingly be

assessed for the contribution in the field through their ability to exhibit, present, and write about their thesis project.

Students are expected to have regular contact with each member of their Thesis Committee, sending them email updates at least once a month through the course of the semester. Students are expected to meet together weekly for production updates and for sharing common information. They are also expected to attend the weekly 511 seminars.

Prerequisite

CTIN 594a

Grading Structure

Grades will be assigned after completion of the project at the end of the second (b) semester as follows:

Creative Execution 25%

Technical Execution 25%

Contribution to Field 25%

Collaborative Contribution and Participation in Final Show 25%

Attendance

Attendance at all classes is mandatory. Punctuality is also expected. Two unexcused absences may lower one's grade a full point while three unexcused absences may lower one's grade two full points. Four or more unexcused absences may result in a request by the instructor for the student to withdraw from the course.

Class Meetings

Students will initially meet weekly as a group during the allocated class time, for lectures, presentations, and discussion. As the semester progresses, the allocated class time may be tailored more for one-on-one meetings and for studio-style work.

USC Supplied Facilities

USC will supply lab space and facilities as available. Generic computer hardware and software and internet access will be provided as available. Students will be required to secure and supply at his or her own expense all project specific hardware, software, bandwidth, etc. as well as non-USC supplied facilities if required

Ownership

Consistent with the policies of USC and the School of Cinematic Arts.

Additional Crew Members

Students may use additional crew members not enrolled in CTIN 594b subject to the approval of faculty. It is specifically intended that students seek out qualified students in other programs and other schools at USC who might bring unique and needed skill to the creative process. It is also intended that students seek out first or second year Interactive MFA students. All projects are required to keep an updated approved crew list that will determine access to USC supplied facilities and equipment.

Missing an Exam, Incompletes

The only acceptable excuses for taking an incomplete in the course are personal illnesses or a family emergency. Students must inform the professor before the final exam week and present verifiable evidence in order for make-up evaluation to be scheduled. Students who wish to take incompletes must also present documentation of the problem to the instructor before final grades are due.

Academic Integrity

The School of Cinematic Arts expects the highest standards of academic excellence and ethical performance from USC students. It is particularly important that you are aware of and avoid plagiarism, cheating on exams, submitting a paper to more than one instructor, or submitting a paper authored by anyone other than yourself. Violations of this policy will result in a failing grade and be reported to the Office of Student Judicial Affairs. If you have any doubts or questions about these policies, consult “SCAMPUS” and/or confer with the Professor or Department Chair.

Students with Disabilities

Any student requesting academic accommodations based on a disability is required to register with Disability Services and Programs (DSP) each semester. A letter of verification for approved accommodations can be obtained from DSP. Please be sure that the letter is delivered to the Professor as early in the semester as possible. DSP is located in STU 301 and is open 8:30am – 5:00pm, Monday through Friday. The phone number for DSP is (213) 740-0776.

Thesis Paper and Project Deadlines

CLASS SESSIONS	KEY ACTIVITIES	DELIVERABLES
January 14, 2009	First Day of Class Discussion on Thesis Prep	
January 21, 2009	Meet with Space Designer Production Plan Document Assigned Go Over Thesis Paper Outline	Project Title Project Descriptions
January 28, 2009	Crit #1:	Production Plans Due Drop dead date for user testing (3/4/09) Upload onto class wiki
February 4, 2009	Crit #2:	Thesis Paper Outline Due Contribution to Field Prior Art Identified Detailed Production Schedule Example of Publication/Genre
February 11, 2009	Crit #3: Hands On User Testing	
February 18, 2009	Crit #4: Hands On User Testing	
February 25, 2009	Crit #5: Hands on User Testing	Draft #1 of Thesis Distribute to Thesis Advisor
March 4, 2009	Individual Meetings w/Anne	Thesis Research Discussions
March 11, 2008	Project Team Meetings	Get Feedback from Thesis Advisor Detailed Production Updates Thesis Show Submission Doc
March 14-22, 2009	Spring Break	
March 23-27, 2009	GAME DEVELOPERS CONFERENCE	
March 25, 2009	Thesis Papers Uploaded	Thesis Paper DUE
March 30, 2009	Formal Thesis Presentations	9:30 am until its done

NOTE: IMD Faculty will determine Thesis Show participants based on progress to date

April 1, 2009	Determine Show Title Look N Feel Architectural treatment Art work/Signage SPACE CLEAN OUT	Final Titles Key Image Provided Final Text for handouts All Hands Clean Up
April 8, 2009	Final Space Treatment Demos of Show Application Finalize all art/PR materials	Detailed Equipment List
April 15, 2009	Move into Lucas Gallery Determine light/sound issues	Show Application Finished Final Lock of Application
April 22, 2009	Continue Space Transformation	
April 29, 2009	Dry run with real technology Drop Dead Day	Demo in Exhibit Space
May 6, 2009	Final Show Preparation Final Exam Week	Handouts created
May 9, 2008	Thesis Show Opens	
May 9-14, 2008	Final Thesis Show Formal Presentations of Thesis Projects	
May 14, 2008	Thesis Show Closing	
May 15, 2008	Commencement	