



## IML 340: REMIXING the ARCHIVE

Fall 2015  
2 units  
Wednesdays, 1:00 pm – 3:50 pm  
SCI L104

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Office Hours: by appt.

### Course Description

This semester's IML 340: Remixing the Archive will use the contents of the [G. Edward Cassady, M.D. and Margaret Elizabeth Cassady, R.N., Lewis Carroll Collection](#) to explore, engage with, and re-interpret the works of Lewis Carroll.

*"The Cassady collection includes over 3,000 rare books, manuscripts and objects created by or about beloved children's literature author, mathematician and writer Charles Dodgson, better known by his pen name, Lewis Carroll. Most well known for his first children's novels, Alice's Adventures in Wonderland and Through the Looking-Glass and What Alice Found There, Carroll was a nineteenth century, British polymath with works spanning many disciplines, including but not limited to geometry, early photography, politics, logic and puzzles."*

In this intermediate-level theory/practice course, students are asked to become intrepid researchers in both the digital and analogue domains, while simultaneously developing their proficiency in scholarly authoring across a range of media. The students' personal relationship to the course material will serve as a point of departure for their historical, theoretical, and artistic research; using Carroll's creations as a jumping off point through which to analyze and comment on the world of today, while also gaining a better understanding of the role of the archive in contemporary culture.

Because so much of the class is based around in-class work and collaboration, it is important that students attend all class meetings. Accommodation for absences must be negotiated with instructor.

### Required Materials

- The Annotated Alice: The Definitive Edition, by Lewis Carroll, Intro and Notes by Martin Gardner
- External hard drive, G-Technology recommended

## Assignments / Grading Breakdown

• <b>Project #1:</b> Shall We Play A Game - Due Week 6 / Sep. 30	<b>25%</b>
• <b>Project #2:</b> Through the Looking Glass -	<b>50%</b>
○ Ideation Presentation – Due Week 10 / Oct. 28	10%
○ Rough Project Presentation – Due Week 13 / Nov. 18	15%
○ Final Project Presentation – Due Week 15 / Dec. 2	25%
• <b>Writing Assignments</b> (Reading Responses)	<b>15%</b>
• <b>In-Class Participation</b>	<b>10%</b>

## EVALUATION

In general, you will be graded using these criteria:

### Conceptual Core

- The project's controlling idea must be apparent.
- The project must be productively aligned with one or more multimedia genres.
- The project must effectively engage with the primary issue/s of the subject area into which it is intervening.

### Research Component

- The project must display evidence of substantive research and thoughtful engagement with its subject matter.
- The project must use a variety of credible sources and cite them appropriately.
- The project ought to deploy more than one approach to an issue.

### Form and Content

- The project's structural or formal elements must serve the conceptual core.
- The project's design decisions must be deliberate, controlled, and defensible.
- The project's efficacy must be unencumbered by technical problems.

### Creative Realization

- The project must approach the subject in a creative or innovative manner.
- The project must use media and design principles effectively.
- The project must achieve significant goals that could not be realized on paper.

## POLICIES

### Fair Use and Citation Guidelines

We assert that all of our course work is covered under the Doctrine of Fair Use. In order to make this claim, however, all projects will need to include academically appropriate citations in the form of a Works Cited section, which covers all sources, in order to receive a passing grade. The Works Cited is either included in the project or as a separate document, as appropriate to your project. The style we use is APA 5th edition and you may refer to these guidelines:

<http://owl.english.purdue.edu/owl/resource/560/01/>

### Statement on Academic Integrity

USC seeks to maintain an optimal learning environment. General principles of academic honesty include the concept of respect for the intellectual property of others, the expectation that individual work will be submitted unless otherwise allowed by an instructor, and the obligations both to protect one's own academic work from misuse by others as well as to avoid using another's work as one's own. All students are expected to understand and abide by these principles. *Scampus*, the Student Guidebook, contains the Student Conduct Code in Section 11.00, while the recommended sanctions are located in Appendix A: <http://www.usc.edu/dept/publications/SCAMPUS/gov/>. Students will be referred to the Office of Student Judicial Affairs and Community Standards for further review, should there be any suspicion of academic dishonesty. The Review process can be found at: <http://www.usc.edu/student-affairs/SJACS/>.

### Statement for 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 the letter is delivered to me (or to TA) as early in the semester as possible. DSP is located in STU 301 and is open 8:30 a.m.–5:00 p.m., Monday through Friday.

### Emergency Plan

In the event that classes cannot convene at the university, all IML courses will continue via distance education. Specifically, the IML portal and course wikis will be deployed to enable faculty-student interaction (asynchronously and also via virtual office hours), complete syllabi, course readings and assignments, software tutorials, project assets, parameters and upload instructions, peer review processes and open source alternatives to professional-level software used in the IML curriculum. Further details are available on the course wiki.

## WEEKLY SCHEDULE

### August

#### Week 1 - 8/26: Class Overview

General Introduction to Course

Purchasing Hard Drives

Read: Introductory Chapters to Annotated Alice AND Chapters 1-5 of Alice's Adventures in Wonderland.

## September

### **\*Week 2 - 9/2: Archive Field Trip**

Abby Saunders will provide an introduction to Lewis Carroll in addition to a primer on how to use the library and access the archive.

Read: Chapters 6-12 (to the end) of Alice's Adventures in Wonderland

**\*Note: We will meet in the SCI Lobby and walk to Doheny Library together.**

### **\*Week 3 - 9/9: Games and Cryptography Carroll's Work**

Abby Saunders will discuss Lewis Carroll's use of games and cryptography throughout his work in Alice's Adventures in Wonderland and Through the Looking Glass.

Read: Chapters 1-4 of Through the Looking Glass and What Alice Found There

**\*Note: We will meet in Doheny Library for this Session**

### **\*Week 4 - 9/16: Games Lecture/Workshop**

A guest lecturer from IMGD (tbd) will visit the class to give us an introduction to the fundamentals of game theory and design.

**Assign:** Project #1: Shall We Play A Game?

Read: Chapters 5-10 (to the end) of Through the Looking Glass and What Alice Found There

**\*Note: Abby will be out of town this week.**

### **\*Week 5 - 9/23: Game Research and Development**

In-class session for brainstorming, research, and work on Project #1.

Read: Games Theory/Creation (tbd)

**\*Note: Abby will be out of town this week.**

### **Week 6 – 9/30: Game Project Presentations**

#### **Due ~ Project 1: Shall We Play A Game?**

In-class presentations of game projects.

Read: Selection of Scholarly Articles on Alice (tbd)

## October

### **Week 7 - 10/7: Alice in Film and Video / Final Project Overview**

We'll review portrayals of Alice in various forms of film and video over the years, and introduce final class project. Delve into topic possibilities.

**Assign:** Project #2: Through the Looking Glass

**Read:** The Wasp and the Wig (including Preface and Intro)

### **\*Week 8 - 10/14: Final Project Rapid Prototyping Session**

We will spend time in class coming up with ideas for your final projects and prototyping them as a group.

**Read:** tbd

**\*Note: Abby will be out of town this week.**

### **\*Week 9 - 10/21: Archive Research Session**

You will spend time performing research at the Special Collections in Doheny. Abby will be available for support and guidance.

**Read:** tbd

**\*Note: We will meet in Doheny Library for this Session**

**\*Note: Bodie will be out of town; Abby will lead the class at the archive.**

### **Week 10 - 10/28: Final Project Ideation Presentations & Discussion**

#### **Due ~ Project #2: Ideation**

In-class presentation and discussion of final project story boards, site maps and overall idea.

**Read:** tbd

## November

### **\*Week 11 - 11/4: Creating and Maintaining an Archive**

Abby will discuss what it means to create and maintain an archive. We'll help expand the digitized elements of the Lewis Carroll Archive.

**Read:** tbd

**\*Class location TBD**

## **Week 12 - 11/11: Individual Meetings/Work Session**

Individual meetings with Professor Bodie, and in-class lab.

## **Week 13 - 11/18: Rough Project Presentation & Discussion**

### **Due: Project #2: Rough Version**

In-class presentation and discussion of rough version of your final project.

## **Week 14 - 11/25: THANKSGIVING BREAK - No Class**

It's recommended that you spend this time finishing your final project.

## **December**

## **\*Week 15 - 12/2: Final Project Presentation & Installation**

### **Due: Project #2: Final Version**

In-class presentation of your final projects. We will also spend time installing the projects at the Doheny Library for the showcase.

**\*Note: We will meet in Doheny Library for this Session**

## **Week 16 - Finals - Project Showcase**

Doheny Library will host a showcase of student work created during the semester.