

## CTIN: Experiments in Interactivity II (Spring 2018)

Instructor: Martzi Campos Email: mccampos@usc.edu Office: SCI 303 Student Assistant: Keshav Prasad Email: keshavpr@usc.edu	Room: SCI L114 Time: Wednesday 1-3:50 PM Office Hours: Mondays & Fridays 1-3 Units: 2 Prerequisite: CTIN 544
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### COURSE DESCRIPTION

This class is designed to let students explore their own personal interests in interactive media, to develop their ability to conceive, prototype and execute works, and further a greater understanding of their own artistic/design practice. In addition, the projects also have a goal of having students begin ideation on their thesis as well as expand their knowledge base of interactive tools and mediums.

Class projects are based on the separate document *THE DESIGN SCOUT HANDBOOK*. The class will be a balance of project critique, lectures based around interactive tools, platforms and designers.

Due to the nature of critique, it is possible that class time may require occasionally flexibility. This course is about both *design* and *production*. As such, projects are expected to communicate a student's curiosity, passion and personal voice in a professional, on-time, no-excuses manner.

### GRADING STRUCTURE

Grades will be based on individual projects, class participation and assigned reading. Projects grading will include the quality of documentation in the class Google Drive. Criteria for grading will include conceptual clarity, creative range, execution, and the application of concepts discussed in class to assigned projects. Grades will be allocated as follows:

Projects and documentation:	80%
Readings:	5%
Class Participation:	15%

## CLASS TIMELINE – IMPORTANT DATES

January 10 <sup>th</sup>	Introduction and first all class project assigned
January 17 <sup>th</sup>	Critique of first all class project
February 14 <sup>th</sup>	Midterm Project Assigned
March 14 <sup>th</sup>	Spring Break No Class
March 21 <sup>st</sup>	GDC
April 25 <sup>th</sup>	Final Project Assigned

## A SAFE SPACE

In this class, we make a commitment to foster a welcoming and supportive environment where students of all identities and backgrounds can flourish. This means that we will use preferred pronouns and respect self-identifications. While debate and discussion are welcome, please remain aware of the implications of your words and the images that you include in your work. If the instructor or another student points out that something you have said or shared with the group might be offensive, avoid being defensive; this is a valuable opportunity for us to grow and learn together. If you have a concern about any aspect of the class, you are encouraged to speak with the instructor. If you feel uncomfortable speaking with the instructor, you are also welcome to speak with either the undergraduate or graduate advisor for the division, who can discuss the issue with you directly or point you toward other on- and off-campus resources for addressing your concern.

## FAIR USE

Fair use is a legal principle that defines certain limitations on the exclusive rights of copyright holders. The Interactive Media & Games Division of USC's School of the Cinematic Arts seeks to apply a reasonable working definition of fair use that will enable students and instructors to develop multimedia projects without seeking authorization for non-commercial, educational uses. In keeping with section 107 of the Copyright Act we recognize four factors that should be considered when determining whether a use is fair: (1) the purpose and character of use, (2) the nature of the copyrighted work, (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole, and (4) the effect of the use upon the potential market for or value of the copyrighted work. In general, we regard the reproduction of copyrighted works for the purposes of analysis or critique in this class to be covered by the principle of fair use.

## MISSING AN EXAM, INCOMPLETES

The course employs project presentations in lieu of exams. USC standards still hold with project presentations considered exams: The only acceptable excuses for missing an exam or taking an incomplete in the course are personal illnesses or a family emergency. Students must inform the professor before the exam and present verifiable evidence in order for a make-up to be scheduled. Students who wish to take incompletes must also present documentation of the problem to the instructor before final grades are due.

## ATTENDENCE

Punctual attendance at all classes is mandatory. Students arriving more than five minutes late to three classes, more than ten minutes late to a single class, or leaving early, will be marked as having an unexcused absence from class, unless prior permission has been obtained from the instructors. The following guidelines are from the Interactive Media Division handbook regarding absences and grading and apply to all students.

Guidelines for absences affecting grading

- Two unexcused absences: lowers grade one full grade point (for example, from A to B)
- Three unexcused absences: lowers grade two full grade points
- Four or more unexcused absences: request to withdraw from course (instructor's discretion)

Excused absences are:

- Illness (with a doctor's verification)
- Family or personal emergency (with verification)

Social media, including text messaging and internet messaging, are excluded from class unless explicitly permitted by the instructors. A 0.5% grade reduction will result from each occurrence of a student being found using them.

## ACADEMIC INTEGRITY

The School of Cinema-Television 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.

### DISRUPTIVE BEHAVIOR

Behavior that persistently or grossly interferes with classroom activities is considered disruptive behavior and may be subject to disciplinary action. Such behavior inhibits other students’ ability to learn and an instructor’s ability to teach. A student responsible for disruptive behavior may be required to leave class pending discussion and resolution of the problem and may be reported to the Office of Student Judicial Affairs for disciplinary action.

### STUDENTS WITH DISABLITES

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.