IML140 SECTION 37408  DIGITAL MEDIA, A.I. & IoT

Timing: Spring 2017, Wednesdays 4pm-5:50pm
Professor: Marc Fernandez - Contact: 424-346-3346 - emfernan@usc.edu

COURSE DESCRIPTION

The way brands, corporations, political parties and even social peers are using digital media to influence is radically changing due to trends and technologies such as hyper-targeted social, dark social, augmented, mixed and virtual reality, machine learning, A.I. driven messaging & chat-bots, influencer marketing, micro-moments and the internet of things.

This course will take a critical look at the impact of these trends and technologies on digital media as a tool for influence and challenge students with ideating their own digital media campaigns that utilize one or more of the trends and technologies learned in class. These campaigns can be focused on areas such as product marketing, social or political influence or any other vertical of the students choice with professor approval.
NO PRIOR EXPERIENCE IN DIGITAL MEDIA, MEDIA TECHNOLOGIES OR COMPUTER SCIENCE ARE REQUIRED FOR THIS COURSE. ALL MEDIA DEVELOPED WILL BE DONE IN CLASS DURING LAB SESSIONS.

TECHNOLOGY/HARDWARE/SOFTWARE REQUIREMENTS
All classes in the MAP curriculum integrate multimedia authoring and theory. Students in this course will have access to SCI labs and will be using an array of software applications to complete assignments; students are invited to work with IML support staff for tutorials and technical support.

REQUIRED TEXTS AND MATERIALS
All texts and materials will be provided to students via the syllabus, wiki and throughout course. No other materials or texts are needed.

SUGGESTED RESOURCES
Read:
- A breakdown of how AI relates to other fields
- Experts predict what the Internet will look like in 2025
- AI systems are undergoing behavioral psychology tests
- How brands are using AI to create better customer experiences

Listen:
- Studio 360 on the creativity of computers
- The power of design by TED Radio Hour
- The evolution of thinking machines by the Aspen Ideas Festival

Watch:
- Rana el Kaliouby on tech that can sense your emotions
- Nick Bostrom on designing machines that are smarter than humans

Follow:
- Paola Antonelli, senior curator of architecture and design at the Museum of Modern Art
- Angelica Lim, software developer for Pepper the Robot.
- Andrew McAfee, co-director of MIT’s Initiative on the Digital Economy and co-author of The Second Machine Age
GRADING BREAKDOWN

- Class Collaboration  10%
- Class Participation incl. attendance  10%
- Current Events Research  10%
- Current Events Commentary  10%
- Tech Marketing Challenge 1 - Midterm  10%
- Tech Marketing Solution 1 - Midterm  10%
- Tech Marketing Challenge 2 - Final  20%
- Tech Marketing Solution 2 - Final  20%

ASSIGNMENT DESCRIPTION
The course will be divided into 2 parts, lecture and lab. The lecture portion will cover technologies and trends influencing digital media ideaation, creation and implementation. The lab portion will see students developing persuasive digital media campaigns in the field and vertical of their choice in the form of video presentations intended for consumption on social sharing platforms and/or streaming platforms.

ASSIGNMENT SUBMISSION POLICY
All assignments must be turned-in by the start of class on the due date indicated on this syllabus, unless otherwise noted by the professor or on the class wiki.

POLICIES

Academic Conduct
Plagiarism – presenting someone else's ideas as your own, either verbatim or recast in your own words – is a serious academic offense with serious consequences. Please familiarize yourself with the discussion of plagiarism in SCampus in Section 11, Behavior Violating University Standards. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct.

Discrimination, sexual assault, and harassment are not tolerated by the university. You are encouraged to report any incidents to the Office of Equity and Diversity or to the Department of Public Safety. This is important for the safety whole USC community. Another member of the university community – such as a friend, classmate, advisor, or faculty member – can help initiate the report, or can initiate the report on behalf of another person. The Center for Women and Men provides 24/7 confidential support, and the sexual assault resource center webpage describes reporting options and other resources.

Support Systems
A number of USC’s schools provide support for students who need help with scholarly writing. Check with your advisor or program staff to find out more. Students whose primary language is not English should check with the American Language Institute, which sponsors courses and workshops specifically for
Students are encouraged to work with the Office of Disability Services and Programs to arrange necessary accommodations. If an emergency makes travel to campus impossible, USC Emergency Information will provide safety and other updates, including ways in which instruction will be continued by means of blackboard, teleconferencing, and other technology.

Student Counseling Services (SCS) - (213) 740-7711 – 24/7 on call
Free and confidential mental health treatment for students, including short-term psychotherapy, group counseling, stress fitness workshops, and crisis intervention. https://engemannshc.usc.edu/counseling/

National Suicide Prevention Lifeline - 1-800-273-8255
Provides free and confidential emotional support to people in suicidal crisis or emotional distress 24 hours a day, 7 days a week. http://www.suicidepreventionlifeline.org

Relationship and Sexual Violence Prevention Services (RSVP) - (213) 740-4900 - 24/7 on call
Free and confidential therapy services, workshops, and training for situations related to gender-based harm. https://engemannshc.usc.edu/rsvp/

Sexual Assault Resource Center
For more information about how to get help or help a survivor, rights, reporting options, and additional resources, visit the website: http://sarc.usc.edu/

Office of Equity and Diversity (OED)/Title IX Compliance – (213) 740-5086
Works with faculty, staff, visitors, applicants, and students around issues of protected class. https://equity.usc.edu/

Bias Assessment Response and Support
Incidents of bias, hate crimes and microaggressions need to be reported allowing for appropriate investigation and response. https://studentaffairs.usc.edu/bias-assessment-response-support/

The Office of Disability Services and Programs
Provides certification for students with disabilities and helps arrange relevant accommodations. http://dps.usc.edu

Student Support and Advocacy – (213) 821-4710
Assists students and families in resolving complex issues adversely affecting their success as a student EX: personal, financial, and academic. https://studentaffairs.usc.edu/ssa/

Diversity at USC
Information on events, programs and training, the Diversity Task Force (including representatives for each school), chronology, participation, and various resources for students. https://diversity.usc.edu/

USC Emergency Information
Provides safety and other updates, including ways in which instruction will be continued if an officially declared emergency makes travel to campus infeasible, http://emergency.usc.edu

USC Department of Public Safety – 213-740-4321 (UPC) and 323-442-1000 (HSC) for 24-hour emergency assistance or to report a crime.
Provides overall safety to USC community. http://dps.usc.edu

Disruptive Student 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.

PLEASE NOTE: FOOD AND DRINKS (OTHER THAN WATER) ARE NOT PERMITTED IN ANY INSTRUCTIONAL SPACES IN THE CINEMATIC ARTS COMPLEX

Citation Practices
Fair use is a legal principle that defines certain limitations on the exclusive rights of copyright holders. Media Arts + Practice 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. 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.

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. There are several different citation styles and practices; please ask your professor(s) what style manual s/he would prefer. Below you'll find some online resources for the most popular options.

WEEKLY SCHEDULE TBD
The following weekly schedule is subject to change. Please consult the course wiki for the most current information, assignments and due dates.

Week 1 (01/10) Introduction And Course Overview.
Week 2 (01/17)
Week 3 (01/24)
Week 4 (01/31)
Week 5 (02/07)
Week 6 (02/14)
Week 7 (02/21)
Week 8 (02/28)
Week 9 (03/07)
Week 10  (03/14) - Spring Break

Week 11 (03/21)

Week 12 (03/28)

Week 12 (04/04)

Week 13 (04/11)

Week 14 (04/18)

Week 15 (04/25)  Study Day - No Class

Week 16 (05/02)  Final - Last Day Of Class.