CTIN: 544 Experiments in Interactivity II (Spring 2024)

Instructor: Martzi Campos Email: mccampos@usc.edu Office Hours: by appointment Instructor: Mark Bolas Email: bolas@usc.edu Office Hours: by appointment SA Ali Seidner aseidner@usc.edu SA Nickey Olson ndolson@usc.edu	Time: Tuesdays 1-3:50 PM Time: Wednesday 1-3:50 PM

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 occasional 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

Week 1	Introduction and first all class project assigned
Week 2	Critique of first all class project
Week 6	Midterm Project Assigned
Week 8	Critique of Midterm Project
March 10-17	Spring Break
Week 14	Final Project Assigned
Final	Final Presentation Tuesday May 8, 2-4 pm Wednesday -May 1, 2-4pm

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.

ATTENDANCE POLICY

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 absence from class, unless prior permission has been obtained from the instructor. The following guidelines are

from the Interactive Media & Games Division handbook regarding absences and grading and apply to all students.

Guidelines for absences affecting grading

Two absences: lowers grade one full grade point (for example, from A to B)

Three absences: lowers grade two full grade points

Four or more absences: request to withdraw from course (instructor's discretion)

Additionally, we may ask you to withdraw if your total absences become excessive.

However, these guidelines may be altered in respect of absences that are for illness, family emergencies, and (with advance notice) commitments related to a scholarship you are receiving, e.g. for a varsity sport or commitments related to your professional practice, such as to attend a festival where you are showing a game or a conference where you are speaking. You must contact us as soon as possible regarding your absence. Generally, we will expect to hear from you before class; in exigent circumstances I would expect to hear from you within 24 hours. If we do not hear from you in a timely fashion you may forfeit your option to make up what you have missed.

All that said:

1. If you are sick, stay home. You need to be healthy to learn, and so do your classmates (and instructor).

2. We do not distinguish between mental health and physical health. If you cannot complete an assignment on time or come to class because of mental health issues, you must contact us promptly, just as with physical health problems. See the Support Systems section below for additional information.

INCOMPLETES

Students who wish to take incompletes must also present documentation of the problem to the instructor or teaching assistant before final grades are due. Incompletes are only available after the 12th week withdrawal deadline.

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 https://scampus.usc.edu/1100-behavior-violating-university-standards-and-appropri

ate-sanctions/. Other forms of academic dishonesty are equally unacceptable. See additional information in SCampus and university policies on scientific misconduct, http://policy.usc.edu/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 http://equity.usc.edu/ or to the Department of Public Safety http://capsnet.usc.edu/department/department-public-safety/online-forms/contact-us. This is important for the safety of the 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 http://www.usc.edu/student-affairs/cwm/ provides 24/7 confidential support, and the sexual assault resource center webpage sarc@usc.edu 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 http://dornsife.usc.edu/ali, which sponsors courses and workshops specifically for international graduate students. The Office of Disability Services and Programs http://sait.usc.edu/academicsupport/centerprograms/dsp/home_index.html provides certification for students with disabilities and helps arrange the relevant accommodations. If an officially declared emergency makes travel to campus infeasible, USC Emergency Information http://emergency.usc.edu/will provide safety and other updates, including ways in which instruction will be continued by means of blackboard, teleconferencing, and other technology.

SYLLABUS UPDATES

This syllabus is liable to change up to the beginning of class and possibly over the semester. Please check the posted syllabus regularly, and note all changes that are shared by the instructor in class.

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 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.

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.