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Office: Keck 107

COURSE DESCRIPTION:
This course will examine artists’ work with new technology, fabrication methods and media from the late 19th Century to the present. Major artists, exhibitions, and writings of the period will be surveyed. While considering this historical and critical context, students will create their own original new media artworks using technologies and/or fabrication methods they choose. Possible approaches to projects may involve robotics, electronics, computer programming, computer graphics, mechanics and other technologies. Students will be responsible for designing and fabricating their own projects. Topics may include systems in art, the influence of industrialism, digital art, robotics, telematics, media in performance, interactive installation art, and technology in public space. Artists studied may include Eadweard Muybridge, Marcel Duchamp, Vladimir Tatlin, John Cage, Jean Tinguely, Stelarc, Survival Research Laboratories, Lynne Hershman Leeson, Edwardo Kac, Natalie Jeremenjenko, Heath Bunting, Janet Cardiff and others.

ASSIGNMENTS
Weekly Research And Writing
1. Write approximately 500 words in response to the lecture. Essay questions will be provided in class.
2. Additional reading or film/video viewing will be assigned.

Project
Now is your chance to get credit while building that thing you want to bring to Burning Man 2013, the nonsensical app you’ve been dreaming of making, the wearable electronic musical instrument you wish you could play but doesn’t yet exist, or otherwise having fun with your technical chops.

Create your own original new media artwork using technologies and/or fabrication methods you choose. Possible approaches to projects may involve robotics, electronics, computer programming, computer graphics, mechanics and other technologies. Students will be responsible for designing and fabricating their own projects.
1. Write an approximately 500 word proposal
2. Create informal design concept sketches
3. Loosely diagram fabrication plans
4. Fabricate project

REQUIRED BOOKS
All assigned reading and other materials are online. The instructor will provide PDFs and web site addresses each week in class.

REQUIRED PROJECT MATERIALS
Students will determine the materials needed for their projects. Students will be responsible for providing their own materials.

GRADES
Grades and Pass/Fail
Your final course grade will be based on the following percentages:

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<thead>
<tr>
<th>Percentage</th>
<th>Component</th>
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<tbody>
<tr>
<td>45</td>
<td>Weekly Writing</td>
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<td>45</td>
<td>Project</td>
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<tr>
<td>10</td>
<td>Class Participation</td>
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<td>100</td>
<td>Total</td>
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**SCHEDULE (Topics TBC)**

1/7 Week 1
Introduction to the class
Lecture/discussion: Media Art Foundations
Homework: Research and writing

1/14 Week 2
Lecture/discussion: Systems: Language, Rules, Chance, Games
HW: Research and writing

1/21 Week 3 Martin Luther King Day – Reschedule Class Meeting?
Lecture/discussion: Music and Sound
HW: Research and writing

1/28 Week 4
Lecture/discussion: Collaborations Between Artists and Scientists
HW: Project proposal: 500 words and concept design sketches due 2/4

2/4 Week 5
Lecture/discussion: Machines and Robots, Prosthetics, Alter Egos and the Body
HW: Research and writing, project fabrication plans due 2/11

2/11 Week 6
Lecture/discussion: Dada, Media critique Tactical Media
HW: Research and writing, project fabrication

2/18 Week 7 President’s Day – Reschedule Class Meeting?
Lecture/discussion: Pop Art, Advertising, Activism or Field Trip?
HW: Research and writing, project fabrication

2/25 Week 8
Lecture/discussion: Lecture/discussion: Video Game Aesthetics and Database Aesthetics: Jonathan Harris’s Whale Hunt and Data Visualization as Art
HW: Research and writing, project fabrication

3/4 Week 9
Lecture/discussion: Privacy, Surveillance, Public Space
HW: Research and writing, project fabrication

3/11 Week 10
Lecture/discussion: Imagining Landscape and Space
HW: Complete project and prepare presentation

3/18 Exam Week
Project Presentation