



UNSW
A U S T R A L I A

School of the Arts and Media

Faculty of Arts and Social Sciences

MDIA2001

Bodies and Interfaces

Session 2, 2016

Course Outline

Staff Contact Details

| Position | Name | Email | Availability | Location | Phone |
|----------|----------------|-----------------------|--|--------------------------|--------------------------|
| Convener | Andrew Burrell | a.burrell@unsw.edu.au | consults by arrangement Tuesdays throughout semester | please contact via email | please contact via email |

Contact Information

Room 312, level 3 Robert Webster Building

Phone: (02) 9385 4856

Email: sam@unsw.edu.au

Website: <https://sam.arts.unsw.edu.au>

Attendance Requirements

A student is expected to attend all class contact hours for a face-to-face (F2F) or blended course and complete all activities for a blended or fully online course.

A student who arrives more than 15 minutes late may be penalised for non-attendance. If such a penalty is imposed, the student must be informed verbally at the end of class and advised in writing within 24 hours.

If a student experiences illness, misadventure or other occurrence that makes absence from a class/activity unavoidable, or expects to be absent from a forthcoming class/activity, they should seek permission from the Course Authority, and where applicable, their request should be accompanied by an original or certified copy of a medical certificate or other form of appropriate evidence.

A Course Authority may excuse a student from classes or activities for up to one month. However, they may assign additional and/or alternative tasks to ensure compliance. A Course Authority considering the granting of absence must be satisfied a student will still be able to meet the course's learning outcomes and/or volume of learning. A student seeking approval to be absent for more than one month must apply in writing to the Dean and provide all original or certified supporting documentation.

For more information about the SAM attendance protocols, see the SAM policies and guidelines webpage: <https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

Essential Information

All SAM students must make a serious attempt at all assessments in order to pass the course.

For essential student information relating to: attendance requirements; requests for extension; review of marks; occupational health and safety; examination procedures; special consideration in the event of illness or misadventure; student equity and disability; and other essential matters, see the SAM Policies and Guidelines webpage: <https://sam.arts.unsw.edu.au/students/resources/policies-guidelines/>

Course Details

Credit Points 6

Summary of the Course

Subject Area: *Media*

This course can also be studied in the following specialisation: *Dance Studies*

The body is the intense centre of our media world. This is a point often forgotten in the determination of media producers to communicate a particular message. As media producers our aim is to forge a visceral connection between bodies, between body and world, between body and data. This course introduces you to interaction design via a series of practical exercises. It encourages you to experiment openly in the production of projects that explore the relationship between the body, media forms and media technologies. In the process you are introduced to the use of sensors and input devices, feedback devices, and the dynamic visualization and sonification of real time and streaming data.

At the conclusion of this course the student will be able to

1. Identify and employ a range of interaction design methods and practices.
2. Experiment and innovate when creating interaction designs.
3. Collaborate with others to design and produce an interactive project.
4. Analyse and evaluate the design of interactive projects.

Teaching Strategies

Our driving philosophy is that deep skills and understandings of media production evolve through cycles of practice and reflection. To this end each week's workshop session will involve some kind of applied practical task and there will be two practical assessment tasks. One of these practical outcomes will be associated with an individual written assessment task where you will reflect on and evaluate your practical experiences. Lectures and Workshops will be structured to encourage you to give support and feedback to fellow students. This will provide opportunities for you to reflect on the production practices of others and to view your own practice experiences within a broader context.

The course uses a combination of theoretical/conceptual lectures, demonstration of practical skills, guided practical exercises, and independent development (with consultation) of projects from concept to realisation. An element of group work is included, as the field of interactive media requires a substantial amount of collaboration for successful outcomes.

Assessment

The class moodle will provide further details on assesment activities

Assessment Tasks

| Assessment task | Weight | Length | Due Date | Submission |
|---------------------------------|--------|-----------|--|---|
| Concept Research | 30% | see below | Friday week 5, midnight | pdf submitted via moodle |
| Interactive Project | 40% | see below | Week 11 (exhibition plus written component by Friday Midnight) | IO Myers exhibition plus written component via moodle |
| Project Reflection & Evaluation | 30% | see below | Week 13, Friday Midnight | pdf submitted via moodle |

Assessment Details

Assessment 1: Concept Research

Details: 1000-1500 words plus images and diagrams. Students will receive written feedback and a numerical grade.

Turnitin setting: This is not a Turnitin assignment

Learning outcomes:

- Identify and employ a range of interaction design methods and practices.
- Experiment and innovate when creating interaction designs.

Assessment 2: Interactive Project

Details: This is a group project (teams of 3-5). The group component, a 500-800 word proposal and interactive project, is worth 20%. The individual component, in-class work and a 500-800 word project role report, is worth 20%. Students will receive verbal and written feedback and a numerical grade for both components.

Turnitin setting: This is not a Turnitin assignment

Learning outcomes:

- Experiment and innovate when creating interaction designs.
- Collaborate with others to design and produce an interactive project.
- Analyse and evaluate the design of interactive projects.
- Identify and employ a range of interaction design methods and practices.

Assessment 3: Project Reflection & Evaluation

Details: 1000-1500 words plus images and diagrams. This is the final assessment task. Students will receive written feedback and a numerical grade.

Turnitin setting: This is not a Turnitin assignment

Learning outcomes:

Submission of Assessment Tasks

Students are expected to put their names and student numbers on every page of their assignments.

Turnitin Submission

If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on externalteltsupport@unsw.edu.au. Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If you email External Support you will automatically receive a ticket number, but if you telephone you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally in SAM there will no longer be any hard-copy submission; assessments must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible it will be stated on your course's moodle site with alternative submission details.

Late Assessment Penalties

An assessed task is deemed late if it is submitted after the specified time and date as set out in the course Learning Management System (LMS).

The late penalty is the loss of 5% of the total possible marks for the task for each day or part thereof the work is late. Lateness will include weekends and public holidays. This does not apply to a task that is assessed but no mark is awarded.

Work submitted fourteen days after the due date will be marked and feedback provided but no mark will be recorded. If the work would have received a pass mark but for the lateness and the work is a compulsory course component a student will be deemed to have met that requirement. This does not apply to a task that is assessed but no mark is awarded.

Work submitted twenty-one days after the due date will not be accepted for marking or feedback and will receive no mark or grade. If the assessment task is a compulsory component of the course a student will automatically fail the course.

Special Consideration Applications

You can apply for special consideration when illness or other circumstances interfere with your assessment performance.

Sickness, misadventure or other circumstances beyond your control may:

- * Prevent you from completing a course requirement,
- * Keep you from attending an assessable activity,
- * Stop you submitting assessable work for a course,
- * Significantly affect your performance in assessable work, be it a formal end-of-semester examination, a class test, a laboratory test, a seminar presentation or any other form of assessment.

For further details in relation to Special Consideration including 'When to Apply', 'How to Apply' and 'Supporting Documentation' please refer to the Special Consideration website: <https://student.unsw.edu.au/special-consideration>

Academic Honesty and Plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

- Copying: using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This also applies to images, art and design projects, as well as presentations where someone presents another's ideas or words without credit.
- Inappropriate paraphrasing: changing a few words and phrases while mostly retaining the original structure and information without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit. It also applies to piecing together quotes and paraphrases into a new whole, without referencing and a student's own analysis to bring the material together.
- Collusion: working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student before the due date, or for the purpose of them plagiarising at any time, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.
- Inappropriate citation: Citing sources which have not been read, without acknowledging the "secondary" source from which knowledge of them has been obtained.
- Duplication ("self-plagiarism"): submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

Correct referencing practices include:

- Paraphrasing, summarising, essay writing and time management
- Appropriate use of and attribution for a range of materials including text, images, formulae and concepts.

Individual assistance is available on request from The Learning Centre. Students are also reminded that careful time management is an important part of study and one of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items.

Course Schedule

Timetable

| Date | Type | Content |
|---------------------------------|----------------------|--|
| Week 1: 25 - 29 July | Topic | Introduction to Bodies and Interfaces |
| Week 2: 1 - 5 August | Topic | Augmentation: past, present and future |
| Week 3: 8 - 12 August | Topic | Creative coding |
| Week 4: 15 - 19 August | Topic | New Frontiers, virtual and augmented environments |
| Week 5: 22 - 26 August | Topic | Program or be programmed |
| | Due Friday, midnight | Assessment Task 1 |
| Week 6: 29 August - 2 September | Topic | Design practice and experimentation |
| Week 7: 5 - 9 September | Topic | Perception and the Body |
| Week 8: 12 - 16 September | Topic | Data Bodies |
| Week 9: 19 - 23 September | Topic | Cyborg, the ultimate ineterface? |
| Week 10: 4 - 7 October | Topic | Evaluating prototypes |
| Week 11: 10 - 14 October | Exhibition | IO Myers Theatre (assessment task 2 practical component) |
| | Due Friday, midnight | Assessment Task 2 written components |
| Week 12: 17 - 21 October | Topic | Writing your Prototype Perspectives Essay |
| Week 13: 24 - 28 October | Due Friday, midnight | Assessment Task 3 |

Resources

Prescribed Resources

All resource will be outlines on the class moodle. Each will the moodle will include readings, points of investigation, videos to watch and activities to complete.

Recommended Resources

Extra resources will be provided based on direction of individual and group research needs.

Course Evaluation and Development

Periodically student evaluative feedback on the course is gathered, using among other means, UNSW's Course and Teaching Evaluation and Improvement (CATEI) process. Student feedback is taken seriously, and continual improvements are made to the course based in part on such feedback. You will find out in the first lecture any changes that have been made based on last year's feedback.