

1 Interactive Foundation

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ARTF 2223.02 Prereq ARTF 1122 : w/2224 : Fall 2011

Thursday 8-11:35AM [office hours Tues. and Thurs.]

411/403 Ryder Hall

description As the new generation of designers wrestle with the tension between design and programming, the print rockstars keep handing out jobs for the chap that can make it all. A funny thing happened after print died: Wired declared that "The Web Is Dead".

deliverables com.post: Write Me
com.post: Promise You'll Write
com.post: Blah Blah Blog
com.post: Said the Shotgun to the Web
com.post: Live, From the Dinosaurs

5 Biweeklies: in.strum.meta.l, me.idiom, Mediate Me, Portrait of a Portrait, and app.lie

policy All assignments, critiques, and classes* are mandatory and participation is expected. Occasional readings will be required. Assignments are due in-class, not by email. Late work is not accepted. Revisions are encouraged.

* You get one freebie absence, no questions asked. All work is due at the start of class, even if you're absent.

Your faculty, as a general rule, will work with you if you communicate effectively in advance of absences and problems. We respond to emails. No grace is extended for computer problems: DO NOT lose your work.

No plagiarism. Stealing = failure. Appropriation is not theft. See also, RIP: A Remix Manifesto.

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structure	Projects will build on each other. Interactivity can have a steep learning curve, so the course is made up of a single, overarching project tackled through weekly installments. You will struggle with the mitigated nature of programming, however, our goal is for you to truly know the theory and fundamentals before you move on. This course will give you usable skills, but most importantly, push you to think critically about modern communication and mediated mediums. This course is foundational and will prepare you for future craziness.
grading	Project grades include attendance, participation, and preparedness. Biweeklies counts as %50 of the total grade, and com.post counts as %50. Grades include creativity, craft, and relevance. 2 absences = drop one letter grade, 3 absences = Fail.
documentation	Final Class: At the end of the semester, students must hand in ALL relevant digital files [collected digitally]. Bring all physical work to the final crit to be photographed. Documentation required for a final grade.
required text	Pranks! (RE/Search, No. 11) by V. Vale and Andrea Juno
materials	You will buy hosting service and a domain without trepidation. Get portable digital storage and a [utilized] sketchbook. More supplies TBA.
collaboration	Students are encouraged to collaborate in various ways as a reflection of design reality. Please ask about how to make this work for various projects. Minimally, use your peers to help document work and when assignments require.
disability	Northeastern University strives to provide academic accommodations to students with documented disabilities. Accommodations are approved by the Disability Resource Center (www.drc.neu.edu). Students need to register with the DRC and bring their instructors a letter from that office stating approved accommodations.

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- 01 intro course : Magic Schoolbus + DeadWeb lectures :
intro com.post [Write Me] + com.post [Said the Shotgun to
the Web] + Biweekly 1 [in.strum.meta.1]
- 02 crit com.post [Write Me] : intro com.post [Promise You'll
Write] + intro com.post [Blah Blah Blog] : pairses :
hosting + domain workshop
- 03 crit in.strum.meta.1 : Neo-Info lecture : intro Biweekly
2 [me.idiom] : Wordpress + FTP workshop
- 04 crit me.idiom [1] + intro [2] : Rockstar Democracy
lecture : watch Good Luck and Good Night
- 05 crit me.idiom [2] : informal crit com.post blog :
New.s.peak lecture : intro Biweekly 3 [Mediate Me]
- 06 crit com.post [Said the Shotgun to the Web] : It Could
Always Be Worse lecture : intro com.post [Live, From the
Dinosaurs]
- 07 crit Mediate Me : Computers are Stupid lecture : intro
Biweekly 4 [Portrait of a Portrait]
- 08 crit Portrait of a Portrait [1] + intro [2] : Presentness
lecture : watch RIP: A Remix Manifesto
- 09 crit Portrait of a Portrait [2] : intro Biweekly 5
[app.lie] : watch Yes Men : assign 404s
- 10 crit app.lie [1] : It Could Always Be Even More Worse
lecture [user submitted 404s]
- 11 crit app.lie [2] : present and crit com.post [Promise
You'll Write + Blah Blah Blog]
- 12 crit com.post [Live, From the Dinosaurs]

com.post 1 Interactive Foundation

com.post [Write Me]

description Mail Art. Send ras+e something through the post. [The rule of mail art is it cannot damage other mail.]

components Arrive by post at least one day before class

specs ras+e
23 Lambert Ave.
Apt. 2
Boston, MA 02119

due Week 02

com.post 2 Interactive Foundation

com.post [Promise You'll Write]

description Mail Art. Send your partner something through the post.
[The rule of mail art is it cannot damage other mail.]

components Arrive by post at least one day before class

specs 1 piece due weekly by post to your partner's mailing
address, with subsequent documentation on your blog.

10 total pieces : 9 + the one to me

Week 06 will be in email form, can be made physical

due Ongoing [10 weeks, last piece in Week 11]

com.post 3 Interactive Foundation

com.post [Blah Blah Blog]

description Web. Blog the components of your entire com.post collaborative mail art project. Document each piece sent to you and each piece you mail and post your images online. We will work in class to purchase hosting, utilize + customize Wordpress themes, and upload files via FTP to build your own blog. Feel free to ruminate on the intricacies of your collaborative interactive mail art including the digital/physical relationship.

components Blog built with a customized Wordpress theme

specs A complete personal blog with at least 5 entries of original textual content and original visuals of all your received and sent mail art pieces.

1 plugin, original banner, video, gallery, rss feed

due Week 04
Completed Mail Art image set reviewed Week 11

com.post 4 Interactive Foundation

com.post [Said the Shotgun to the Web]

description Semiotics. Using the pieces you've gotten from your stampsporting collaborator, spin your body of Mail Art into a functioning "language."

components Must be usable in class

specs Document, canonize, and utilize the language on your blog. Present the language in a way we can learn and use.

due Week 06 [in class presentations]

com.post 5 Interactive Foundation

com.post [Live, From the Dinosaurs]

description Interdisciplinary. Expand your language to the level of an exhibition from the museums of the near future. As traditional museum models die, how might a "language" and subsequent culture be conveyed, portrayed, taught, discovered, and explored in an interactive way? Grow your blog to perform this new task.

Think about the Yes Men and other "hoax" artists who rely on the media, volunteers, or online communities to make their work work. Feel free to create a prank, a satire, or an insightful prediction using museums and modern web journalism trends as lenses.

How do people navigate and interact with your invented world and language [Tolkien]?

components Must have digital and physical elements
Final output is the blog/site but will include a more effective use of Dreamweaver [FTP, Wordpress, wireframes]

specs A completely realized interactive site utilizing your Mail Art influenced "language" for the purpose of _____.

due Week 12

Biweekly 1 Interactive Foundation

in.strum.meta.1

description 1. Make an instrument.
 2. Make it public.
 3. Document it.

Girl Talk and Beck are two popular musicians who obtain
and "play" sounds.

components The instrument
 The installation
 The documentation

specs Must be playable.

due Week 03

Biweekly 2 Interactive Foundation

me.idiom

description Sorry McLuhan, the medium is not it's message. Or
massage. Or mass age. Mess age, maybe. New technology
replaces old, and designers abandon the wreckage/
processes to the artists. With the tech demands of new
media, mediating languages like HTML and CSS tax the
designer's artsoul. What else is there to do but invent a
new medium.

components 1. The Medium: conceive, define, expand, make
2. The Interaction: use it, make it interactive, make it
accessible to users, test it, make it public

specs Surprise us.

due Medium : Week 04
Interaction : Week 05

Biweekly 3 Interactive Foundation

Mediate Me

description This is personal. It may or may not include an apparatus.
It may or may not be mediated, much less mitigated.

It might be a performance, a prank, and it might scare.

Mediate an interaction with the class.

components Must include a clear + deliberate method of interaction
Has a purpose/agenda/process
Includes you + at least one other person
It's live

specs Performance art is not theater.

due Week 07

Biweekly 4 Interactive Foundation

Portrait of a Portrait

description Dear identity thief,

Pick someone, someone you know and/or cherishate. Track them and their trail. Take their publicness public: collection as portraiture. Utilize any social media source[s] to build a full-page autobiography.

Bring the socially promiscuous Frankie Stein to life.

Do not fail me.

-Big Boss

components 1. Written piece with separate documentation or notes indicating what came from where.
2. Translate the autobiography into another language and document or collect feedback. Can be a dialogue.

specs 1. about one page written content scissored into shape
2. translation/dialogue/feedback/documentation

[Do not use the person's real name on your paper, or other real names that would cause real-world problems.]

due The data : Week 08
The living being : Week 09

Biweekly 5 Interactive Foundation

app.lie

description Thinking about the Angry Birds touchscreen phenomena, conceive an app for the real. As in, "I'm touching this pulp" reality. Then translate it to the real.

The components and strategy of your app are open ended, but it must be logical and functional.

components 1. Half-page description + complete graphic illustration
2. Make the app real somehow. Document or bring to class to be played.

specs 1. Define, design, and articulate a game app
2. Translate into real life

due description + design : Week 10
physical game : Week 11

Cheat Sheet Interactive Foundation

com.post

- 1 Write Me : mail ras+e something
- 2 Promise You'll Write : mail your bud something
- 3 Blah Blah Blog : take your mail upstairs
- 4 Said the Shotgun to the Web : make a "language"
- 5 Live, From the Designosaurs : future museum "language"

biweeklies

- 1 in.strum.meta.1 : make/document a public instrument
- 2 me.idiom : invent a medium, interact it
- 3 Mediate Me : mediated interaction with the class
- 4 Portrait of a Portrait : mining for personality
- 5 app.lie : app reality

lectures

- 1 Magic Schoolbus : the way web works
- 2 DeadWeb : the way web died
- 3 Neo-Info : modern information design [trend alert!]
- 4 Rockstar Democracy : fame versus heroics
- 5 New.s.peak : what we're saying and what it's worth
- 6 It Could Always Be Worse : mitigated communication
- 7 Computers Are Stupid : nothing lives online
- 8 Presentness : nobody is where they are
- 9 It Could Always Be Even More Worse : user found 404s

workshops

- 1 hosting/domain purchasing
- 2 co-writing
- 3 Wordpress/FTP
- 4 wireframes demo
- 5 mediated mitigation