

Media Editing Syllabus Outline

Herberger Institute for Design and the Arts



Course Prefix and Number: **DSC 294/AME 294**
Schedule Line Number: **DSC-24147/ AME-24182**

Instructor Name: Aisling Kelliher
Instructor Email: aisling.kelliher@asu.edu
Office Number: Brickyard Building, #396
Office Hours: Friday, 10am – 11.00am by appointment

Classroom: [Coor L1-34](#)
Meeting Days and Hours: M W 2.00pm – 3. 15pm
Semester and Year: Spring 2010

Course Wiki: <http://mediaediting.wiki-dev.asu.edu/>

This outline syllabus is flexible and subject to change

1. Catalog Description

This course will introduce students to the fundamental principles of media editing including form, composition, structure, pattern, sequence and rhythm. Using opensource or freeware tools (e.g. GIMP, Blender, Graphviz), we will design, construct, communicate and interpret rich media messages. Through creating and critiquing visual compositions, audiovisual artifacts, spatial narratives or generated graphs, students will explore the practice of media editing as a spatial, temporal and dynamic process.

2. Prerequisites

None.

3. General Description

This class presents a general overview of creative approaches to the production, dissemination and interpretation of edited media forms. Topics covered include audio mashups, graphic layout, networks analysis, movie editing, social graphs, online distribution channels, hybrid interfaces and experiential media. Essentially, this course will be mixture of theory, practice and critical reflection, examining concepts such as composition, structure and rhythm using a variety of media forms. The class will be grounded in readings, screenings, media analysis and applied projects. Class assignments will include discussions, media compositions and a large individual project.

4. Learning Objectives

- Gain knowledge of prior and related work
- Develop understanding in the relevant cultural, aesthetic and critical issues
- Learn comprehensive media production and dissemination/publication techniques
- Gain practical experience in designing and realizing project assignments
- Develop evaluation/critique tools and frameworks

5. Instructional Methods

Classes will involve lectures, discussions, critique sessions and labs with occasional guest presentations. Students will participate in and lead class discussion/presentations.

6. Attendance Policy

Students are expected to attend all classes. In the case of absence, please inform the instructor before the class if possible, and/or after the missed class. Classroom attendance and participation is 15% of the overall grade.

7. Required Texts

There are no required texts for this class. Digital and photocopied reading/viewing material will be provided by the instructor and available on the class wiki:

<http://mediaediting.wiki-dev.asu.edu/>

8. References

Chris Ware, Winsor McCay, Scott McCloud, Donis A. Dondis, Iannis Xenakis, Paul Lansky, Karlheinz Stockhausen, DJ Dangermouse, Chris Marker, Jean-Luc Godard, Richard Leacock, Richard Lester, Dziga Vertov, Paul Greengrass, Michael Mann, Ben Fry, Jeffrey Heer, Fernanda Viegas, Walt Disney, Rafael Lozano-Hemmer...

9. Schedule

28 Classes - 6 modules of 4 classes each, 4 guest lectures/final project

Module 1 – Graphics

Module 2 – Audio

Module 3 – Movies

Module 4 – Social Graphs/Networks

Module 5 – Interfaces

Module 6 – Experiential

Each module will comprise a lecture, lab, discussion and project presentation.

March 14 – 21 – Spring Break

May 10, 12:10 – 2 – Final Exam

10. Regular Assignments and Term Projects

Classroom discussion of readings/screenings/works

6 Individual Media projects

1 Final Project

11. Evaluation

Active, productive participation in classroom discussion. Media specific projects to be completed over the course of 10 days and posted on the class wiki. Final project deliverables negotiated between the student and the instructor. You will receive module specific grades throughout the semester, together with overall mid-term and final grades.

12. Field Trips

There are no field trips assigned for this course.

13. Grading Policy

Classroom Attendance + Participation (15%)

6 Individual Projects (60%)

1 Final Project (25%)

14. Academic Integrity

Expected at all times. Please refer to the following link for additional information:

<http://provost.asu.edu/academicintegrity/students>

15. Special Accommodations

To request academic accommodations due to a disability, please contact the ASU Disability Resource Center: <http://www.asu.edu/studentaffairs/ed/drc/#>