

Media for Dance and other Creative Practices

DCE 240 iCourse

Summer 2015 Session A

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Office Hours: Monday 12noon - 2pm

Description

This online course is designed to introduce students to the use of media technologies in their creative practices. As a point of departure, the course will examine the genre of 'Dance and the Camera' from both a historical and a hands-on perspective, while developing skills and knowledge in technologies used for: human movement modeling and performing in virtual worlds; digital video design and creation; sound composition; and incorporating multimedia design elements into online environments. Software covered includes: Dance Forms, Second Life, Final Cut Pro and/or Adobe Premier, and ASU wikispaces.

This course will be of interest to anyone seeking to gain a basic understanding of computer applications for multi media design applied creatively to dance practices including creation, production, education and research.

Course requirements: Students will complete projects in four areas corresponding with modules of the course. Students will also complete the required readings, viewings and quizzes for each module. A final individual project will focus on information of the student's choice drawn from material covered in the class. All projects will be posted to the class wiki for instructor review. Students will have the option to work in groups or with a partner for projects two, three, four and five.

Objectives and competencies

During the course, students will gain proficiencies in the understanding the creative process including the ability to:

- view dance media work and analyze the structure of the work, especially the compositional elements used to support the intention of the work;
- analyze the media work of other artists and practitioners in order to recognize their compositional methods and procedures;
- successfully employ thematic material in the construction of dance media work;
- generate original content within a wide variety of on-screen settings and software, drawing from historical and contemporary contexts;
- Troubleshoot computer based media applications especially in those areas related to media acquisition, translation and output;
- develop a relationship and respect for the unknown in the creative process.

Tools of Assessment

Student competencies will be assessed using the following tools:

- faculty and peer observation of work presented;
- quizzes and exams;
- creative presentations that demonstrate an understanding of concepts analyzed and investigated;
- one to one instructor feed back during and at the end of the creative process.

Measurable Outcomes:

By the end of the course students should be able to demonstrate proficiencies in the following areas. Students will be able to:

- Demonstrate the ability to understand critical concepts in video, animation and sound creation as they relate to the genre of *Dance for Camera* and other on-screen creative settings;
- Possess a basic understanding of the history, development and contemporary context of *Dance for Camera* as practiced by artists around the world;
- Possess a basic understanding of the history, development and context of contemporary media including sound, video and animation in online environments;
- Demonstrate the ability to analyze and investigate personal concepts in order to formulate clear objectives in the design and creation of media projects;
- Practice and demonstrating the ability to clearly communicate original ideas to others through the development of online content;
- Practice and understand analytical and investigative skills that relate to video, sound and animation design and production, appropriate to a college level, through readings, viewings, activities, and creative work.

Participation

Assignments must be completed in a timely manner. Students can work in their own time, but assignments, projects and quizzes must be completed before the end of each module. Tests will be made available for a limited time only. Any work not completed by the deadline will receive a zero.

Class components:

- Module 1 – Introduction to human movement modeling using Dance Forms and Second Life.
- Module 2 – Time-based 2-D composition using video.
- Module 3 – Digital audio introduction, and sound score creation.
- Module 4 – Image acquisition basics and wiki development.

If at any point in the semester the student needs extra assistance or if any problems arise, an online meeting with the instructor can be scheduled.

Required Materials: The following course materials are to be supplied by the student.

- Dance Forms Software – A single semester license to be purchased at \$29.00

Highly recommended but not required:

- Personal camera and tripod
- Final Cut Pro or Premier video editing software (as an alternative students can work on Tempe campus in the HIDA labs.)

Evaluation

Students will be graded on the following class components:

- **Quizzes** based on all readings, viewings, and associated information including related PDF files and student research – 12%.
- Projects completed for each module:
 - Module 1 - **project 1 and 2** – 10%,
 - Module 2 - **project 3 and 4** – 10%,
 - Module 3 - **project 5** – 10%,
 - Module 4 - **project 6** – 10%,
- **A test on each module** – 20% (5% ea.)
- **Final Project** – Proposals, storyboards, rough cuts, and presentations – 28%.

Total 100%

Grades

All submitted exams and topic assignments are given a confirmation number via a submission results page if the submission is successful. If you do not receive a confirmation number for an exam or assignment, that submission has NOT been successful, and you should contact Herberger Online via the Help tab of the course website. If you have no confirmation number; you have no grade. It is your responsibility to print or write out each confirmation number you receive for each exam/topic assignment you submit. This is your official receipt for work completed, so it is important to print and keep these receipts. Inquires about missing grades sent to faculty, staff, or to Herberger Online will be ignored if they do not have the confirmation number(s) for the exam/assignment in question.

After each exam period has ended, your grades can be viewed by clicking on the Grade Checker link at the course materials page, and logging in from there. Please allow Herberger Online several hours after each exam period has ended to process and post scores. It is your responsibility to keep track of your status in the course by regularly checking your grades.

Important Dates

Classes Begin	May 18, 2015
Drop/Add Deadline	May 19, 2015
100% Refund Deadline	May 22, 2015

Course Withdrawal Deadline	June 5, 2015
Memorial Day	May 25, 2015
Complete Withdrawal Deadline	June 26, 2015
Classes End	June 26, 2015

Important Information

If you experience computer or technical problems during an assessment, **DO NOT SUBMIT IT**, as that grade must stand as posted! Instead, exit your browser, fix the problem (move to a different computer or contact technical support at <https://herbergeronline.asu.edu/services/help>), and then return to the assessments page on your course web site to reset your exam. The ASU Help Desk cannot assist you with this course, so please use the Help tab of the course website to submit a help request. The system will allow you to reset your own exam if you have not already submitted or reset that assessment. We recommend, in these cases, that you restart your browser before you try to reset the assessment. During assessment windows only, you can reset exams by yourself simply by logging back into the assessment as you normally would.

When you go back to the assessments page, the system will know that you need a reset, and you just have to follow the links provided. You might take the practice assessment again before attempting a reset to see if your system is having problems. No course materials will be available during the exam. If you experience personal, medical or other unforeseen problems during the exam period, **DO NOT TAKE OR SUBMIT AN ASSESSMENT**, as that grade must stand as posted!

Instead, email Prof. Mitchell immediately to discuss both your situation and the process necessary for a make-up assessment. Assessments that have been submitted **CANNOT** be reset, and those grades must stand as posted. There are no re-dos or retakes on submitted assessments under any circumstances! Please **DO NOT** email Prof. Mitchell if you have computer or technical issues, as he cannot answer computer-related questions or accept computer-generated or emailed assessments.

Resets are only available for students experiencing technical difficulties while testing online during the assessment window. Only one online reset per assessment is allowed, and only two resets or make-ups per student per semester on two different assessments are allowed. No resets will be allowed outside of the assessment period. It is your responsibility to correctly note all assessment dates and times in your personal calendar. No make-up assessments will be given to students who simply “miss,” “forget to take” an exam, have “computer trouble” at home, “can’t find a computer site,” had “transportation difficulties,” suffered “operator error”, or “misread, misunderstand, or misinterpreted the syllabus”, so please don’t ask!

STUDENT CODE OF CONDUCT

All necessary and appropriate sanctions will be issued to all parties involved with plagiarizing any and all course work. Plagiarism and any other form of academic dishonesty that is in violation with the Student Code of Conduct will not be tolerated. For more information, please see the ASU Student Academic Integrity Policy: <http://provost.asu.edu/academicintegrity> .

SPECIAL ACCOMMODATIONS

To request academic accommodations due to a disability, please contact the ASU Disability Resource Center (<http://www.asu.edu/studentaffairs/ed/drc/#> ; Phone: (480) 965-1234; TDD: (480) 965-9000). This is a very important step as accommodations may be difficult to make retroactively. If you have a letter from their office indicating that you have a disability which requires academic accommodations, in order to assure that you receive your accommodations in a timely manner, please present this documentation to me no later than the end of the first week of the semester so that your needs can be addressed effectively.

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Location: online

I _____ have read the syllabus on
_____ and have understood the information presented about this
course. My signature documents an agreement to adhere to these policies.