



MMCC3023

Interactive and Digital Arts

Session 2, Special circumstance 2020

Department of Media, Music, Communication and Cultural Studies

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Disclaimer

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Notice

As part of [Phase 3 of our return to campus plan](#), most units will now run tutorials, seminars and other small group learning activities on campus for the second half-year, while keeping an online version available for those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face and online activities for your unit, please go to [timetable viewer](#). To check detailed information on unit assessments visit your unit's iLearn space or consult your unit convenor.

General Information

Unit convenor and teaching staff

Unit Convenor, Lecturer, Tutor

Alex Mesker

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Contact via alex.mesker@mq.edu.au

10HA 193K

By appointment

Credit points

10

Prerequisites

130cp at 1000 level or above

Corequisites

Co-badged status

Unit description

This unit is aimed at students and digital artists interested in time-based art and computer-based audio-visual performance. The unit introduces Max: a graphical programming environment for 'new media' artists, and aims to arm students with an adaptable skill set for creating customized digital performance and interactive works.

Unit content addresses a range of hybrid and new media technologies, including MIDI, audio and synthesis, graphics and video, 3D, and the use of physical computing interfaces for gestural and tactile control. As a practice-based unit, students will create time-based production and performance works.

Skills gained in this unit have relevance to several areas such as sonic and visual design, interaction design, game sound, live A/V performance, and broader areas of computer-based production and performance. This unit assumes no prior knowledge in graphical programming.

Important Academic Dates

Information about important academic dates including deadlines for withdrawing from units are available at <https://www.mq.edu.au/study/calendar-of-dates>

Learning Outcomes

On successful completion of this unit, you will be able to:

ULO1: apply theoretical concepts and disciplinary knowledge of new media to

audiovisual performance practices, interactive and computational arts and original creative works.

ULO3: manipulate and utilize audiovisual media forms in real time.

ULO2: evaluate and analyse contemporary practices of computer-based audiovisual performance.

ULO5: apply technological concepts to creative works to develop problem-solving skills.

ULO4: communicate theoretical understanding of, and competence with, unit material and the Max/MSP/Jitter software tool-kits.

ULO6: synthesize new creative works through interaction with aural and visual media forms.

General Assessment Information

All work for this unit is submitted digitally through iLearn as outlined during class times.

While the media files used in your work do not need to be original, patches created in Max should be original works, and any 'borrowed code' or media files should be appropriately attributed or referenced as you would in a formal written assignment. Submission of work that is primarily copied from resources outside of content provided in the unit is subject to the same [Academic Honesty Policy](#) as written works. Assessment marks are aligned with the university's [graduate descriptors](#).

Late Submission Penalty

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – two (2) marks out of 100 will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted more than seven (7) days (including weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests.

Additional information

MMCCS website https://www.mq.edu.au/about_us/faculties_and_departments/faculty_of_arts/departments/media_music_communication_and_cultural_studies/

MMCCS Session Re-mark Application <http://www.mq.edu.au/pubstatic/public/download/?id=167914>

Information is correct at the time of publication.

Assessment Tasks

Name	Weighting	Hurdle	Due
Max Worksheets	35%	No	Weeks 2–6
Image/Sound Manipulation System	25%	No	Thursday 17 September

Name	Weighting	Hurdle	Due
<u>Creative Brief</u>	10%	No	Thursday 8 October
<u>Live Audiovisual Performance Work</u>	30%	No	Week 13 Class

Max Worksheets

Assessment Type ¹: Problem set

Indicative Time on Task ²: 35 hours

Due: **Weeks 2–6**

Weighting: **35%**

A set of interactive problem-based exercises aimed at putting unit content into practice. The worksheets are open-book.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply theoretical concepts and disciplinary knowledge of new media to audiovisual performance practices, interactive and computational arts and original creative works.
- evaluate and analyse contemporary practices of computer-based audiovisual performance.
- communicate theoretical understanding of, and competence with, unit material and the Max/MSP/Jitter software tool-kits.

Image/Sound Manipulation System

Assessment Type ¹: Demonstration

Indicative Time on Task ²: 25 hours

Due: **Thursday 17 September**

Weighting: **25%**

A short demonstration of an idea that involves real-time manipulation of audio or visual media. Students are welcome to focus on either audio or visual forms.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply theoretical concepts and disciplinary knowledge of new media to audiovisual performance practices, interactive and computational arts and original creative works.
- evaluate and analyse contemporary practices of computer-based audiovisual performance.
- communicate theoretical understanding of, and competence with, unit material and the

Max/MSP/Jitter software tool-kits.

- synthesize new creative works through interaction with aural and visual media forms.

Creative Brief

Assessment Type ¹: Plan

Indicative Time on Task ²: 10 hours

Due: **Thursday 8 October**

Weighting: **10%**

An outline of an original creative work that students will work towards completing by the end of the unit.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply theoretical concepts and disciplinary knowledge of new media to audiovisual performance practices, interactive and computational arts and original creative works.
- manipulate and utilize audiovisual media forms in real time.
- apply technological concepts to creative works to develop problem-solving skills.
- synthesize new creative works through interaction with aural and visual media forms.

Live Audiovisual Performance Work

Assessment Type ¹: Creative work

Indicative Time on Task ²: 30 hours

Due: **Week 13 Class**

Weighting: **30%**

A short real-time computer-mediated performance. Students are welcome to build on previously demonstrated work, but should incorporate both audio and visual media forms.

Refer to iLearn for further information.

On successful completion you will be able to:

- apply theoretical concepts and disciplinary knowledge of new media to audiovisual performance practices, interactive and computational arts and original creative works.
- manipulate and utilize audiovisual media forms in real time.
- apply technological concepts to creative works to develop problem-solving skills.
- communicate theoretical understanding of, and competence with, unit material and the Max/MSP/Jitter software tool-kits.
- synthesize new creative works through interaction with aural and visual media forms.

¹ If you need help with your assignment, please contact:

- the academic teaching staff in your unit for guidance in understanding or completing this type of assessment
- the [Writing Centre](#) for academic skills support.

² Indicative time-on-task is an estimate of the time required for completion of the assessment task and is subject to individual variation

Delivery and Resources

As MMCC3023 is a practical unit, students are expected to attend both hours of the workshops (as the second hour of the workshop is typically dependent on the first hour). Workshops are designed to introduce new content, and offer students time to develop practice-based learning with instructional support where required. Content delivered in class will not be repeated by other means (such as via email or one-on-one consultation).

Prior knowledge of Max is not a requirement, however general computer literacy skills are assumed (creating files/folders, copying files etc).

Students are required to bring headphones to class each week, and to source/create their own media (music, sound, images, video) for assignments, assessments, and demonstrations performances. Students can store work in iLearn, but are welcome to bring USB sticks or portable Hard Drives to class. (If the latter, please ensure that they are *not* formatted as NTFS).

Readings and interactive exercises:

As this course is computer-focussed and practical in nature, a number of interactive readings and examples will be available in the Max Help and Documentation and the in-built Max/MSP/Jitter tutorials within Max. Other readings and extra curricular tasks will be disseminated via iLearn.

Unit Schedule

Week 1

- Unit introduction.
- Overview and assignment guidelines. Past projects.

Week 2

- Fundamentals of Max 1: Objects and Programmatic Flow.
- Tutorial Task: Max Worksheet 1.

Week 3

- Fundamentals of Max 2: Introduction to MIDI, Musical Control Inputs (MIDI).
- Tutorial Task: Max Worksheet 2.

Week 4

- Fundamentals of Max 3: Basic Input Controls (keyboard/mouse).
- Tutorial Task: Max Worksheet 3.

Week 5

- Fundamentals of Max 4: Working with Sound.
- Introduction to working with sound data and manipulation of sound playback.
- Tutorial Task: Max Worksheet 4.

Week 6

- Fundamentals of Max 5: Working with Visuals.
- Introduction to working with image data and manipulation of video playback.
- Tutorial Task: Max Worksheet 5.

Week 7

- Assisted Work Time.

Week 8

- Working with Audio and Video 1.
- Sound generation. Synthesis and manipulation of sound playback.
- Image generation. Manipulation of visual information and effects.

Week 9

- Working with Audio and Video 2.
- Working with data. Human Interface Devices. Constructing controller interfaces for audiovisual performance.

Week 10

- Audiovisual performance practices.
- Tying it all Together: Integrating visuals and audio.
- Working with semi-autonomous agents for live performance.
- Assisted Work Time.

Week 11

- Assisted Work Time.

Week 12

- Assisted Work Time.

Week 13

- Max Demonstrations/Performances.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>). Students should be aware of the following policies in particular with regard to Learning and Teaching:

- [Academic Appeals Policy](#)
- [Academic Integrity Policy](#)
- [Academic Progression Policy](#)
- [Assessment Policy](#)
- [Fitness to Practice Procedure](#)
- [Grade Appeal Policy](#)
- [Complaint Management Procedure for Students and Members of the Public](#)
- [Special Consideration Policy](#) (**Note:** *The Special Consideration Policy is effective from 4 December 2017 and replaces the Disruption to Studies Policy.*)

Students seeking more policy resources can visit the [Student Policy Gateway](https://students.mq.edu.au/support/study/student-policy-gateway) (<https://students.mq.edu.au/support/study/student-policy-gateway>). It is your one-stop-shop for the key policies you need to know about throughout your undergraduate student journey.

If you would like to see all the policies relevant to Learning and Teaching visit [Policy Central](https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central) (<https://staff.mq.edu.au/work/strategy-planning-and-governance/university-policies-and-procedures/policy-central>).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/study/getting-started/student-conduct>

Results

Results published on platform other than [eStudent](#), (eg. iLearn, Coursera etc.) or released directly by your Unit Convenor, are not confirmed as they are subject to final approval by the University. Once approved, final results will be sent to your student email address and will be made available in [eStudent](#). For more information visit ask.mq.edu.au or if you are a Global MBA student contact globalmba.support@mq.edu.au

- MMCCS Session Re-mark Application: <http://www.mq.edu.au/pubstatic/public/download>

[d/?id=167914](#)

Student Support

Macquarie University provides a range of support services for students. For details, visit <http://students.mq.edu.au/support/>

Learning Skills

Learning Skills (mq.edu.au/learningskills) provides academic writing resources and study strategies to help you improve your marks and take control of your study.

- [Getting help with your assignment](#)
- [Workshops](#)
- [StudyWise](#)
- [Academic Integrity Module](#)

The Library provides online and face to face support to help you find and use relevant information resources.

- [Subject and Research Guides](#)
- [Ask a Librarian](#)

Student Services and Support

Students with a disability are encouraged to contact the [Disability Service](#) who can provide appropriate help with any issues that arise during their studies.

Student Enquiries

For all student enquiries, visit Student Connect at ask.mq.edu.au

If you are a Global MBA student contact globalmba.support@mq.edu.au

IT Help

For help with University computer systems and technology, visit http://www.mq.edu.au/about_us/offices_and_units/information_technology/help/.

When using the University's IT, you must adhere to the [Acceptable Use of IT Resources Policy](#). The policy applies to all who connect to the MQ network including students.

Changes from Previous Offering

Based on past student feedback, more assisted work time will be allocated during class workshops.