



MMCC3023

Interactive and Digital Arts

Session 2, Weekday attendance, North Ryde 2021

Department of Media, Communications, Creative Arts, Language and Literature

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Disclaimer

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Session 2 Learning and Teaching Update

The decision has been made to conduct study online for the remainder of Session 2 for all units WITHOUT mandatory on-campus learning activities. Exams for Session 2 will also be online where possible to do so.

This is due to the extension of the lockdown orders and to provide certainty around arrangements for the remainder of Session 2. We hope to return to campus beyond Session 2 as soon as it is safe and appropriate to do so.

Some classes/teaching activities cannot be moved online and must be taught on campus. You should already know if you are in one of these classes/teaching activities and your unit convenor will provide you with more information via iLearn. If you want to confirm, see the list of [units with mandatory on-campus classes/teaching activities](#).

Visit the [MQ COVID-19 information page](#) for more detail.

General Information

Unit convenor and teaching staff
Unit Convenor, Lecturer, Tutor
Alex Mesker
alex.mesker@mq.edu.au
Contact via alex.mesker@mq.edu.au
10HA 193C
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.

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

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

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

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

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 does 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 [grade descriptors](#).

Late Submissions

Please note that the University and the Faculty of Arts have launched a new assessment policy effective as of 1 July 2021. This new policy particularly affects **LATE SUBMISSION OF ASSIGNMENTS**.

The Faculty policy in relation to late assessment submissions is as follows:

Unless a Special Consideration request has been submitted and approved, (a) a penalty for lateness will apply – 10 marks out of 100 credit will be deducted per day for assignments submitted after the due date – and (b) no assignment will be accepted seven days (incl. weekends) after the original submission deadline. No late submissions will be accepted for timed assessments – e.g. quizzes, online tests, etc.

To be very clear:

- Unless you have applied for special consideration and had your application approved, for each day your assignment is late, 10 marks will be deducted. For example, if you submit your assignment 7 days late, 70 marks will be deducted, which means you will fail that assignment.
- If your assignment is more than 7 days late (including weekends), you will get 0 for your assignment.

These are serious penalties that will substantially alter your final grade and even determine whether you pass or fail this unit. Please make every effort to submit your assignment by the due date.

If you find you cannot submit your assignment on time, please apply for Special Consideration through AskMQ. Make sure you read Macquarie University's policy regarding Special Consideration requests before you apply:

<https://students.mq.edu.au/study/assessment-exams/special-consideration>

Additional information

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

Information is correct at the time of publication.

Assessment Tasks

| Name | Weighting | Hurdle | Due |
|---|-----------|--------|------------------|
| Max Worksheets | 50% | No | 17:00 14/09/2021 |
| Pitch | 15% | No | 17:00 07/10/2021 |
| Live Audiovisual Performance Work | 35% | No | 17:00 02/11/2021 |

Max Worksheets

Assessment Type ¹: Problem set

Indicative Time on Task ²: 50 hours

Due: **17:00 14/09/2021**

Weighting: **50%**

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.

Pitch

Assessment Type ¹: Plan

Indicative Time on Task ²: 15 hours

Due: **17:00 07/10/2021**

Weighting: **15%**

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: 35 hours

Due: **17:00 02/11/2021**

Weighting: **35%**

A short real-time computer-mediated performance work. Students are encouraged to work across media forms (incorporating both audio and video). 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.
- communicate theoretical understanding of, and competence with, unit material and the Max/MSP/Jitter software tool-kits.
- apply technological concepts to creative works to develop problem-solving skills.
- 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 and outline.
- Overview and assignment guidelines. Past projects.

Week 2

- Fundamentals of Max 1: Graphical Programming for Interactive Media, Objects, and Max's Conventions.
- 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 Video/Images.
- Introduction to working with image data and manipulation of video playback.
- Tutorial Task: Max Worksheet 4.

Week 6

- Fundamentals of Max 5: Working with Sound.
- Introduction to working with sound data and manipulation of sound playback.
- Tutorial Task: Max Worksheet 5.

Week 7

- Fundamentals of Max 6: Logic.
- Using Max to make decisions.
- Tutorial Task: Max Worksheet 6.

Week 8

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

Week 9

- Working with Audio and Video Extension 2.
- Tying it all Together: Integrating visuals and audio.
- Working with semi-autonomous agents for live performance.
- Optional Topics: Introduction to 3D. Working with data. Human Interface Devices. Constructing controller interfaces for audiovisual performance.

Week 10

- Project Development Time.
- Assisted Work Time.

Week 11

- Project Development Time.
- Assisted Work Time.

Week 12

- Project Development Time.
- Assisted Work Time.

Week 13

- Assisted Work Time.
- Capturing Max Demonstrations/Performances in Zoom.

Policies and Procedures

Macquarie University policies and procedures are accessible from [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au). 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](#)

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

To find other policies relating to Teaching and Learning, visit [Policy Central \(https://policies.mq.edu.au\)](https://policies.mq.edu.au) and use the [search tool](#).

Student Code of Conduct

Macquarie University students have a responsibility to be familiar with the Student Code of Conduct: <https://students.mq.edu.au/admin/other-resources/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/?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.