



MMCC8097

Interactive Media

Session 1, Special circumstances, North Ryde 2021

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

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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 activities on campus, and most will keep an online version available to those students unable to return or those who choose to continue their studies online.

To check the availability of face-to-face 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

Convenor

Alex Mesker

alex.mesker@mq.edu.au

Contact via E-mail

10HA 193K

By appointment

Credit points

10

Prerequisites

Admission to MCrInd or MMediaComm or MIC

Corequisites

Co-badged status

Unit description

This unit is aimed at students interested in technologically mediated audio/visual performance practices and introduces a modular toolkit for sound, graphics, and interactivity. Classes are practice-led, immersive and hands-on, offering students both a grounding in theoretical/ conceptual approaches and practical instruction with one-on-one assistance for individual and collaborative interactive media performance projects.

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: analyse how digital audio and visual media are represented, manipulated and controlled through software.

ULO2: apply problem solving and technological skills, and design principles to realtime audio and visual creative works.

ULO3: apply programming principles to the manipulation of audiovisual media and time-based creative works.

ULO4: demonstrate information and technological literacies with contemporary computer-based audiovisual performance practices.

General Assessment Information

All work must be digitally submitted to iLearn. Assessment submission guidelines are available in iLearn and will be outlined in classes.

While media files can be sourced from others' work, patches created in Max/MSP/Jitter 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 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/

Information is correct at the time of publication.

Assessment Tasks

Name	Weighting	Hurdle	Due
Live Audiovisual Performance Work	35%	No	5pm, Thursday 3 June (Week 13)
Pitch	15%	No	5pm, Thursday 6 May (Week 9)
Worksheets	50%	No	Ongoing (5pm, Thursday of Weeks 2–7)

Live Audiovisual Performance Work

Assessment Type ¹: Creative work

Indicative Time on Task ²: 35 hours

Due: **5pm, Thursday 3 June (Week 13)**

Weighting: **35%**

A short original audiovisual performance involving realtime media interaction that demonstrates an understanding of unit content. 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 problem solving and technological skills, and design principles to realtime audio and visual creative works.
- apply programming principles to the manipulation of audiovisual media and time-based creative works.
- demonstrate information and technological literacies with contemporary computer-based audiovisual performance practices.

Pitch

Assessment Type **1**: Plan

Indicative Time on Task **2**: 15 hours

Due: **5pm, Thursday 6 May (Week 9)**

Weighting: **15%**

A brief outline of an original creative work that will be completed over the remainder of the unit. Refer to iLearn for further information.

On successful completion you will be able to:

- analyse how digital audio and visual media are represented, manipulated and controlled through software.
- apply programming principles to the manipulation of audiovisual media and time-based creative works.
- demonstrate information and technological literacies with contemporary computer-based audiovisual performance practices.

Worksheets

Assessment Type **1**: Problem set

Indicative Time on Task **2**: 50 hours

Due: **Ongoing (5pm, Thursday of Weeks 2–7)**

Weighting: **50%**

A set of interactive problem-based exercises aimed at putting unit content into practice. The worksheets are open-book and are a means to give students both real-time and formative feedback. Refer to iLearn for further information.

On successful completion you will be able to:

- analyse how digital audio and visual media are represented, manipulated and controlled through software.
- apply problem solving and technological skills, and design principles to realtime audio and visual creative works.
- apply programming principles to the manipulation of audiovisual media and time-based creative works.
- demonstrate information and technological literacies with contemporary computer-based audiovisual performance practices.

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 MMCC8097 is a practice-based unit, students are expected to attend both hours of practical workshops which introduce new concepts each week and offer a space for students to put theory into practice. Workshops are designed to offer students practice-based learning with realtime support, and 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 are encouraged to bring USB sticks or portable Hard Drives (not formatted as NTFS) to class to backup and store their work.

Readings and interactive exercises:

This unit is computer-focussed and practical in nature. A number of interactive readings and exercises 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.

Classes start week 2.

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.