



# MMCC3023

## Interactive and Digital Arts

Session 2, Online-scheduled-weekday 2024

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

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#### **Disclaimer**

Macquarie University has taken all reasonable measures to ensure the information in this publication is accurate and up-to-date. However, the information may change or become out-dated as a result of change in University policies, procedures or rules. The University reserves the right to make changes to any information in this publication without notice. Users of this publication are advised to check the website version of this publication [or the relevant faculty or department] before acting on any information in this publication.

## General Information

Unit convenor and teaching staff

Convenor, Lecturer

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Contact via E-mail

10HA193C

See iLearn

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 do not need to be original, patches created in Max should be original works, and any tutorials followed, '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

Unless a Special Consideration request has been submitted and approved, **a 5% penalty (of the total possible mark) will be applied each day a written assessment is not submitted**, up until the 7th day (including weekends). After the 7th day, a mark of '0' (zero) will be awarded even if the assessment is submitted. Submission time for all written assessments is set at 11.55pm. A 1-hour grace period is provided to students who experience a technical issue. This late penalty will apply to written reports and recordings only. **Late submission of time sensitive tasks** (such as tests/exams, performance assessments/presentations, scheduled practical assessments/labs **will be addressed by the unit convenor in a Special consideration application**.

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

MCCALL website <https://www.mq.edu.au/faculty-of-arts/departments-and-schools/department-of-media-communications-creative-arts-language-and-literature/about-us>

Information is correct at the time of publication.

## Assessment Tasks

Name	Weighting	Hurdle	Due
<a href="#">Live Audiovisual Performance Work</a>	35%	No	2024-11-01
<a href="#">Pitch</a>	15%	No	2024-09-20
<a href="#">Max Worksheets</a>	50%	No	Ongoing (Weeks 2–6, 9)

### Live Audiovisual Performance Work

Assessment Type <sup>1</sup>: Creative work

Indicative Time on Task <sup>2</sup>: 35 hours

Due: **2024-11-01**

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.

### Pitch

Assessment Type <sup>1</sup>: Plan

Indicative Time on Task <sup>2</sup>: 15 hours

Due: **2024-09-20**

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.

## Max Worksheets

Assessment Type <sup>1</sup>: Problem set

Indicative Time on Task <sup>2</sup>: 50 hours

Due: **Ongoing (Weeks 2–6, 9)**

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.

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<sup>1</sup> 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.

<sup>2</sup> 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

MMCC3023 is a practice-focussed unit, where students are expected to attend the workshop seminars synchronously (as much of the content incorporates realtime interaction). 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, zipping/unzipping 'zip' archives, 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 use their own cloud storage, or bring USB sticks or portable Hard Drives to class. (If the latter, please ensure that they are *not* formatted as NTFS).

### **On Campus and Online Modes**

On Campus classes run in the 10HA223 computer lab, where students will have access to a computer, requisite software and MIDI hardware. Students attending the Online mode can install and run the software in demo mode on their personal computers, and activate a 30 day trial towards the end of session. Activating the trial before that time may require you to purchase a (9.95 USD) month-to-month subscription towards the end of the unit to continue saving work once the trial expires.

Please note that Online (Zoom) classes are run **synchronously**. The first hour of the online classes *may* be recorded and made available on iLearn, but should be treated as supplementary ways to revise only. Watching the screencasts is not a replacement for realtime attendance and engagement in class exercises, as not all content can be recorded.

### **Readings and interactive exercises**

As this course is practice-focussed, a number of interactive readings, exercises, 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.

### **Classes start in week 1**

Please come along in week 1 for an introduction to the unit, an overview of assessments, examples of past student work, and an introduction to the software we will use throughout the unit.

## **Unit Schedule**

### **Week 1**

- Unit introduction and outline.
- Overview and assignment guidelines. Past projects.
- Introduction to Max.

### **Week 2**

- Fundamentals of Max 1: Graphical Programming for Interactive Media, Objects, and Max's Conventions. Introduction to MIDI.

- Tutorial Task: Max Worksheet 1.

## Week 3

- Fundamentals of Max 2: MIDI note and control events. Max's UI objects. Basic Input Controls (keyboard/mouse).
- Tutorial Task: Max Worksheet 2.

## Week 4

- Fundamentals of Max 3: Working with Video/Images.
- Introduction to working with image data and manipulation of video playback.
- Tutorial Task: Max Worksheet 3.

## Week 5

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

## Week 6

- Fundamentals of Max 5: Logic and making creative choices with software.
- Using Max to make decisions.
- Tutorial Task: Max Worksheet 5.

## Week 7

- Intensive 1: Working with Audio and Video (Intermediate/Advanced).
- Sound generation. Synthesis and manipulation of sound playback.
- Image generation. Manipulation of visual information and effects.
- Audiovisual performance practices.
- Optional Topics: Introduction to 3D and hardware accelerated graphics.

## Week 8

- Intensive 2: Working with Audio and Video (Intermediate/Advanced).
- Tying it all together: Integrating visuals and audio.
- Working with semi-autonomous agents for live performance.
- Optional Topics: Working with data. Human Interface Devices. Constructing controller interfaces for audiovisual performance.

## Week 9

- Fundamentals of Max 6: Working with Audio and Video.
- Tutorial Task: Max Worksheet 6.

## 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

- 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](#)
- [Assessment Procedure](#)
- [Complaints Resolution 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](http://ask.mq.edu.au) or if you are a Global MBA student contact [globalmba.support@mq.edu.au](mailto:globalmba.support@mq.edu.au)

## Academic Integrity

At Macquarie, we believe [academic integrity](#) – honesty, respect, trust, responsibility, fairness and courage – is at the core of learning, teaching and research. We recognise that meeting the expectations required to complete your assessments can be challenging. So, we offer you a range of resources and services to help you reach your potential, including free [online writing and maths support](#), [academic skills development](#) and [wellbeing consultations](#).

- 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/>

## The Writing Centre

[The Writing Centre](#) provides resources to develop your English language proficiency, academic writing, and communication skills.

- [Workshops](#)
- [Chat with a WriteWISE peer writing leader](#)
- [Access StudyWISE](#)
- [Upload an assignment to Studiosity](#)
- [Complete the 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

Macquarie University offers a range of [Student Support Services](#) including:

- [IT Support](#)
- [Accessibility and disability support](#) with study
- Mental health [support](#)
- [Safety support](#) to respond to bullying, harassment, sexual harassment and sexual assault
- [Social support including information about finances, tenancy and legal issues](#)
- [Student Advocacy](#) provides independent advice on MQ policies, procedures, and processes

## Student Enquiries

Got a question? Ask us via [AskMQ](#), or contact [Service Connect](#).

## IT Help

For help with University computer systems and technology, visit [http://www.mq.edu.au/about\\_us/offices\\_and\\_units/information\\_technology/help/](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 individual and assisted work time will be allocated to class workshops. Additionally, two intensive sessions will run prior to the session break to offer students more time to focus on project development after the session break.

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Unit information based on version 2024.01R of the [Handbook](#)