FILM 189: Advanced topics in digital and electronic media studies: **Interactive Art**
Monday/Wednesday 1:00-4:30
Physical Sciences 110

Instructor: Kara Stone – kstone1@ucsc.edu
Office Hours: Monday/Wednesday 4:30pm-5pm, Baskin Cafe

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Office Hours: Wednesday 4:45pm-5:45pm, Comm 202

**Course Description:**
This class will use critical practice to explore the creation and critique of interactive digital media. The prevalence of videogames, computers, mobile devices, streaming, and wearable technology reflects the current culture of neoliberalism, individuality, and control society. How can these works enforce or subvert the notion of control? How do our notions of agency become embedded in our technology? What is the role of the author in participatory media? How is the body activated in participatory art? The aim of this class is to use making as a form of learning where we explore not only the end result of interactive art but the technologies and labour that create them. We will discuss videogames, interactive theatre, database films, hypertext, streaming, bio-hacking, wearable technology, VR and AR. The tools we will use are bitsy, flipgame, twine, ren'py, korsakow, arduino, and more. Open to all levels!

**Student Learning Outcomes:**
- introduction to different tools used to create interactive art
- deepen critical thought around the politics and practices of interactive art
- be introduced to a wide range interactive artists
- expand artistic practice

**Attendance:**
Attendance is extremely crucial to succeeding in this course. As a result, three unexcused late arrivals will result in a loss of one letter grade, two unexcused absences will result in a loss of one letter grade, and three unexcused absences will result in immediate failure from the course.

**Materials:**
All materials, including the software we will use in the class and the readings, will be available for free online.
Please bring your computers to class for when we have tools workshops, but otherwise only pen and paper is suggested.

**Important 2019 Deadlines:**
Session 1:
Drop: Monday, July 1
Request for “W”: Friday, July 12
Session 2:
Drop: Monday, August 5
Request for “W”: Friday, August 16
8-Week:
Drop: Monday, July 8
Request for “W”: Friday, July 26
10-Week:
Drop: Monday, July 8  
Request for “W”: Friday, July 26

Neither Summer Session nor instructors drop students for non-attendance or non-payment. Students must drop themselves. Dropping results in full tuition reversal/refund. Withdraw posts a W for the grade and full tuition is charged (no refund).

For all dates and deadlines, including ‘change of grade option’ (P/NP) and grades due, here is the summer academic calendar:
https://summer.ucsc.edu/studentlife/index.html

For questions about dropping, requesting a W grade for a course, or withdrawing from the summer quarter, email summer@ucsc.edu.

**DRC Accommodations:**
If you are entitled to accommodations in this course—or have other concerns about out of class commitments—please let me know! The Disability Resources Center reduces barriers to inclusion and full participation providing support to individually determine reasonable academic accommodations for students. If you have questions or concerns about accommodations or any related matter contact the DRC office: Hahn 125 or at 831-459-2089 or drc@ucsc.edu.

**Content Warnings:**
This course and the students in it may engage with material that may be challenging or disturbing. While there are no restrictions on theme, students are asked to provide a specific content warning before in-class critiques. Any student who does not wish to engage with the material in question may step out of the classroom while the read is in progress. X-rated material is not appropriate for this course. Typical content warnings are adult content, graphic language, violence, nudity, sexual assault, racism, ableism, and self-harm.

**Artistic Integrity and Copyright:**
Academic misconduct includes but is not limited to cheating, fabrication, plagiarism, or facilitating academic dishonesty. Acts of academic misconduct during the course, including plagiarism, can and usually do result in failure of the course, at the sole discretion of the instructor of record. Your case will be reported to the College Provost as per the Academic Integrity guidelines found on the web at: https://www.ue.ucsc.edu/academic_misconduct

Information on subject specific research guidelines is available at: http://guides.library.ucsc.edu/

**Know Your Rights! Title Nine: Equal Opportunity in Education:**
Title IX is a federal law that prohibits discrimination on the basis of sex in any federally funded education program or activity. The principal objective of Title IX is to avoid the use of federal money to support sex discrimination in education programs and to provide individual citizens effective protection against those practices. Passed in 1972, Title IX is designed to give STUDENTS the same legal protection from discrimination as employees (who were already protected under the Civil Rights Act of 1964). The university has a responsibility to protect its community from sex discrimination, sexual harassment, sexual violence, and other related prohibited conduct. Information about the Title IX Office, the online reporting link, applicable campus resources, reporting responsibilities, the UC Policy on Sexual Violence and Sexual Harassment and the UC Santa Cruz Procedures for Reporting and Responding to Reports of Sexual Violence and Sexual Harassment can be found at titleix.ucsc.edu. The Title IX/Sexual Harassment Office is located at 105 Kerr Hall. In addition to the online reporting option, you can contact the Title IX Office by calling 831-459-2462. Please note that I am mandated to report any possible sexual harassment a student discloses to me.
**Software Resources:**
Twine: www.twinery.org
Ren’py: https://www.renpy.org/
Flickgame: https://www.flickgame.org/
Bitsy: http://ledoux.io/bitsy/editor.html
Bitsy tutorial: https://www.shimmerwitch.space/bitsyTutorial.html
Godot: https://godotengine.org/
Eko: https://helloeko.com/
Klint: https://www.klynt.net/
Korsakow: http://www.korsakow.com/
Piskel (making pixel art): https://www.piskelapp.com/
GIMP (free photoshop): https://www.gimp.org/
Audacity (audio editing): https://www.audacityteam.org/

**Assignments:**
e-lit project – 10%
FMV/interactive film – 10%
Visual videogame – 10%
Reflection paper on e-lit, FMV, or visual game – 10%
Reading summary and presentation – 5% + 5%
Final project and reflection paper – 30%
Participation – 20%

You can work in groups for any and all of these assignments!

e-lit project:
short interactive text-based creative project. Can use twine, ren’py, or other predominantly text-based platforms.
Due Monday week 2

FMV/Interactive film: (Groups recommended)
Short interactive film, database film, or full motion videogame. Can use youtube, eko, klint (14 day free trial), korsakow (on some computers in comms).
Due Monday week 3

Visual videogame:
Non-text based videogame. Can use bitsy, flickgame, or any game engine.
Due Monday week 4

Reflection paper:
Choose any of the previous assignments and write a 1 page reflection.
Due Monday week 5

Reading summary and presentation:
Groups will choose 1 article to write a 1 page summary of and give a 15 minute presentation on. The presentation should include a powerpoint or prezi, the author’s thesis, key points, and a discussion question.
Choose 1 of:
- WJT Mitchell – There are no visual media
- Adrienne Shaw – Encoding and Decoding Affordances: Stuart Hall and Interactive Media Technologies
- Soraya Murray – On Videogames – Introduction (online version via ucsc library)
- Dyer-Witherford and Greig De Peuter – Games of Empire – Introduction
- Laura Marks – Thinking Multisensory Culture
- Carolyn Handler Miller – Immersive Environments chapter
- Anne Freidberg – The Virtual Window – “The Multiple” chapter

Due Wednesday week 4

**Final project: User’s choice:**
Choose one platform of your choice and make a short, complete piece. 1 page reflection paper. We will critique in-process versions on Monday and Wednesday week 5. Final version due Friday August 30th at 12pm.

**Schedule:**

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**WEEK 1**

**Monday July 29:**
- Introduction to the class and each other
- Intro to electronics workshop

**Wednesday July 31:**
- e-lit, twine, visual novels
- linear, non-linear, and multi-linear stories
- twine workshop
- critique sign ups

*Reading due:*
*Steve Dixon – Digital Performance: chapter 23 “Performing Interactivity”*

*Optional:* Alison Harvey – Twine’s Revolution: Democratization, depoliticization, and the queering of game design

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**WEEK 2**

**Monday Aug 5:**
- e-lit project due, critiques
- Introduction to interactive film/FMV software

**Wednesday Aug 7:**
Watch Bandersnatch together in class
Discussion on multi-media

*Reading due:*
*Lev Manovich, "Database as Symbolic Form"*
http://www.mfj-online.org/journalPages/MFJ34/Manovich_Database_FrameSet.html
*play through at least 10 minutes of http://offshore-interactive.com*
WEEK 3

Monday Aug 12:
-FMV critiques

Wednesday Aug 14:
-on videogames
-on performance

Readings due:
Gonzalo Frasca – “Videogames of the Oppressed”
Anna Anthropy - “The Problem with Videogames”

WEEK 4

Monday Aug 19:
Games critique
-sign up for final project critiques

Wednesday Aug 21:
-AR, VR, XR
Paper summary presentations

WEEK 5

Monday Aug 26:
Final Project in-process critique

Wednesday Aug 28:
Final Project in-process critique

Final project and reflection paper due on August 30 at 12pm