MEDIA THEATER

AME 394, MEDIA THEATER
'School of Arts, Media + Engineering
Arizona State University
Spring 2018 (Session A Course – Class Ends End of February 2018)

Instructor Information:

Dates of classes: Mondays   3:00 pm – 5:00 pm

Location: Tempe STAUFFER B 111
Instructor: Prof. Chris Ziegler,
Email: chris.ziegler@asu.edu,
Office Hours: by appointment
Office Location: Stauffer B249
Phone: (480) 727-2841

John Tenniel Illustration for "Through the Looking-Glass, and What Alice Found There" (1871) by Lewis Carroll

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Course Information:

AME 394 - Topic: Media Theater (Session A)

Digital Culture Course for Students with basic proficiencies in programming, animation and sound, working on a project in theater and performance. This studio class requests students to organize themselves as one collaborative team, developing skills and supporting each other developing complex project in theater. We are using "Through the Looking-Glass, and What Alice Found There" (1871), a novel by Lewis Carroll to create either an interactive "walk through" installation, using augmented character animations or a performance show.

From Image to Interaction to Intelligent Stage. Famous Theater Director and Author of the book "Theater of Images" Robert Wilson once said "the ideal theater would be a cross between the radio play and the silent movie". Cinema generates images, Theater "triggers" them. Theater uses several senses telling stories, building an immersive environment on stage. In our course we are trying to start thinking of theater, using digital tools. In AME394 Media Theater we will build an environment for digital interaction with narratives. Instead of building a stage for actors we will use architecture and digital tools like animation and sound.

Last two years we worked in the coursr on Franz Kafka's "Metamorphosis" where the protagonist's world shifted from human to animal. The perception senses are changing, recognizing the world in a way that it became difficult to communicate to a human environment. How can we communicate this perceptive change of the world to the audience? We built 8 cardboard boxes in class for the narrative unfolding the transition of "Metamorphosis" to tell the story, using a rotating moving head video projector.

This year we are looking into "Through the Looking-Glass, and What Alice Found There" (1871), a novel by Lewis Carroll. The story will be presented and installed as an installation in the lounge of AME, using walls, floor and furniture as projection surfaces. The starting point for us for the Looking-Glass story is, building a a "reverse room", which tells its story by augmenting animated characters.

STAGES OF DEVELOPMENT:

A. Working on the text "Through the Looking-Glass"
B. Writing a short script for an augmented character, drawn from the text
C. Storyboarding, animating the scene
D. Sound
E. Programming Moving Head Projector and Lights (Arduino, etc)

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Required Course Texts, Materials and Resources
We will use the online tool CRITVIZ to do Announcements and Assignments.
Students need a sketchbooks which we can provide to document drawings and sketches.
Students will use cardboard and paper to build small theater stages and/or objects to project on.

Links CHRIS ZIEGLER:

http://movingimages.de

Sources for INFORMATION:

http://www.alice-in-wonderland.net/

https://www.youtube.com/watch?v=APpw6ZKIQ3I

Text (PDF)

Full
http://www.alice-in-wonderland.net/resources/chapters-script/through-the-looking-glass/

Short
http://www.alice-in-wonderland.net/resources/chapters-script/summaries/through-the-looking-glass-summary/

[Subject to Amendment]

Tentative Course Calendar
(Syllabus and Class Schedule subject to adjustments)

1.	JAN08 Monday	Intro Syllabus, Reading Text
2.	JAN10 Wednesday	Working on Text, Developing Character, Stroyboard
3.	*JAN15 Monday*	*Martin Luther King (University closed)*
4.	**JAN17 Wednesday**	**Presentation: Storyboard, Score, Visual and Sound Design**
5.	JAN22 Monday	Animation, Sound, Programming Video Projector, Lights
6.	JAN24 Wednesday	Studio (Working on Storyboard, Score, Sound)
7.	JAN29 Monday	Studio
8.	JAN31 Wednesday	Studio
9.	FEB05 Monday	Studio
10.	FEB07 Wednesday	Studio
11.	**FEB12 Monday**	**Presentation (Rehearsal)**
12.	FEB14 Wednesday	Studio
13.	**FEB19 Monday**	**Presentation (Performance) AME Lounge**

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Student Learning Outcomes

• Semester Presentation:

Each student will be required to submit a paper during the semester (around 1000 words + Bibliography). The written assignment will contain a bibliography of references for your presentation – (ie. Academic Journals, reference books, websites etc), references of Interactive Installations, Multimedia Performances etc. The Bibliography will be in APA format. Please see the library guides on bibliography formats, or go http://employees.csbsju.edu/proske/nursing/apa.htm to see examples.

• Projects:

1. Storyboard + Developing Characters (Script)

2. Animation, Sound

3. Programming (Video Projector, Lights, Sound)

4. Organizing Installation Production / Presentation of Show

Grading Scale

Grades will be assigned according to ASU guidelines. https://students.asu.edu/grades.
Classroom Attendance + Participation (10%)
Paper (30%)
Individual Projects Stage, Animation, Platform, Programming (50%)
Presentation/Performance (10%)
D – "*We better not talk about it*"
C – "*You need lot of help all the way to the end*"
B – "*You manage well with some help*"
A – "*Surprise me*!"

Course/Instructor Evaluation
The course/instructor evaluation for this course will be conducted online 7-10 days before the last official day of classes of each semester or summer session. Response(s) to the course/instructor are anonymous and will not be returned to your instructor until after grades have been submitted. The use of a course/instructor evaluation is an important process that allows our college to (1) help faculty improve their instruction, (2) help administrators evaluate instructional quality, (3) ensure high standards of teaching, and (4) ultimately improve instruction and student learning over time. Completion of the evaluation is not required for you to pass this class and will not affect your grade, but your cooperation and participation in this process is critical. About two weeks before the class finishes, watch for an e-mail with "ASU Course/Instructor Evaluation" in the subject heading. The email will be sent to your official ASU e-mail address, so make sure ASU has your current email address on file. You can check this online at the following URL: http://www.asu.edu/emailsignup.

Policies:

• **Attendance and Participation**
Students are expected to attend all classes. In the case of absence, please inform the instructor before the class if possible, and/or after the missed class. Classroom attendance and participation is 10% of the overall grade. Any student missing more than 2 classes without formal notes will fail the course.

- **Late and Missing Assignments**
  Late assignments will not be accepted and there will be no recourse.

- **Academic Integrity/Plagiarism**
  The ASU Student Handbook contains the following information: "The highest standards of academic integrity are expected of all students. The failure of any student to meet these standards may result in suspension or expulsion from the university and/or other sanctions as specified in the academic integrity policies of the individual academic unit. Violations of academic integrity include, but are not limited to, cheating, fabricating, tampering, plagiarising, or facilitating such activities. The university and unit academic integrity policies are available from the Office of the Executive Vice President and Provost of the University and from the Deans of the individual academic units."
  The rest of the code, which consists of several pages, is available at the following URL: http://students.asu.edu/srr/code.

  Dependent upon instructor's discretion, penalties for plagiarism range from loss of points on plagiarized assignment to student receiving an E for the course.

- **Disability Accommodations for Students**
  Students who feel they may need a disability accommodation(s) in class must provide documentation from the Disability Resource Center (Downtown campus UCB 160, Polytechnic campus Sutton Hall 240, Tempe campus Matthews Center, or West campus UCB 130) to the class instructor verifying the need for an accommodation and the type of accommodation that is appropriate. Students who need accommodations for a disability should contact DRC as early as possible (i.e. before the beginning of the semester) to assure appropriate accommodations can be provided. It is the student's responsibility to make the first contact with the DRC.

- **Religious Accommodations for Students**
  Students who need to be absent from class due to the observance of a religious holiday or participate in required religious functions must notify the faculty member in writing as far in advance of the holiday/obligation as possible. Students will need to identify the specific holiday or obligatory function to the faculty member. Students will not be penalized for missing class due to religious obligations/holiday observance. The student should contact the class instructor to make arrangements for making up tests/assignments within a reasonable time.

- **Military Personnel Statement**
  A student who is a member of the National Guard, Reserve, or other U.S. Armed Forces branch and is unable to complete classes because of military activation may request a complete or partial administrative unrestricted withdrawal or incomplete depending on the timing of the activation. For information, please see http://www.asu.edu/aad/manuals/usi/usi201-18.html.

- **Harassment Prohibited**
  ASU policy prohibits harassment on the basis of race, sex, gender identity, age, religion, national origin, disability, sexual orientation, Vietnam era veteran status and other protected veteran status. Violations of this policy may result in disciplinary action, including termination of employees or expulsion of students. Contact Student Life (Downtown campus- 522 N. Central Ave., Post Office Room 247, 480-496-4111; Polytechnic campus- Administration building suite 102, 480-727-1060; Tempe campus- Student Services Building room 263, 480-965-6547; or the West campus- UCB 301, 602-543-8152) if you feel another

student is harassing you based on any of the factors above. Contact Equal Opportunity/Affirmative Action (EO/AA) at 480-965-5057 if you feel an ASU employee is harassing you based on any of the factors above.

- **Grade Appeals**
  The professional responsibility for assigning grades is vested in the instructor of the course, and requires the careful application of professional judgment. A student wishing to appeal a grade must first meet with the instructor who assigned the grade to try to resolve the dispute. The process for grade appeals is set forth for the undergraduate and graduate programs are available at http://education.asu.edu/content/current-students .

- **Electronic Communication**
  Acceptable use of university computers, internet and electronic communications can be found in the Student Code of Conduct (http://www.asu.edu/aad/manuals/usi/usi104-01.html) and in the University's Computer, Internet, and Electronic Communications Policy (http://www.asu.edu/aad/manuals/acd/acd125.html).

- **Technological Services and Support**
  We encourage students to make use of technological services available through ASU to make their learning experience more efficient. Students with personal laptop computers or netbooks can connect wirelessly to the Internet and to printing services on all four campuses and some PDS sites. The following support services are available to support student computing needs.

    Student Purchases:
    Discounted pricing for students purchasing laptop or desktop computers is available at through the ASU bookstore or online. (http://computerstore.asu.edu/store/pc/home.asp)
    The John Babb Scholarship provides $500 financial reimbursement for qualified students. (http://gomobile.asu.edu/content/scholarship-info)

    ASU Campus Classroom Connectivity:
    In-class use of laptops is encouraged. In cases where students need to make presentations during class, most classrooms have the capability of allowing laptops to connect to classroom projectors. Mac laptops may require an adaptor. For collaborative work, social networking tools are provided to ASU students through a Google partnership, including Google docs, spreadsheets, presentations, forms, and sites. (https://docs.google.com/a/asu.edu/#all)

    Hardware and Software Support:
    ASU 1:1 Technology Studios provide support to students on all four campuses for hardware, software, operating systems, security, networking, etc. (http://gomobile.asu.edu/) MyApps provides free software tools including free virus scan software, online applications, and information about discounted software for purchase. (https://webapp3.asu.edu/myapps/)

    The DC technical store and lab are open Monday to Friday 8AM – 8PM and Saturday 9AM to 6PM.

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