

The Center for Integrated Media Requirements

The Center for Integrated Media is an interdisciplinary, peer-to-peer, project-based learning environment for qualified graduate students wanting to explore and critique: multiplatform media technologies, computer programming, electronics, interactive systems, immersion, non-linear narrative and the Internet as part of their creative practice. The Center is a supplemental concentration of events; social interactions and workshops designed for students whose work has reached an advanced degree of development and who possess the media literacy to integrate multiple forms of digital technologies into new modes of expression. The Center for Integrated Media is taken in addition to the student's *métier* requirements.

The goal of the Center for Integrated Media is to promote experimentation and risk taking within an interdisciplinary and open studio environment. The Center can be seen as fostering new and unique technological methodologies as well as critical dialogues between artists, scientists and writers on issues related to new forms of media.

The Center invites visiting artists to give talks and public presentations through the series "Conversations on Media Culture and Practice" and through the Integrated Media Artist-in-Residency initiative.

Workshops are also offered by the Center to address the constant stream of new systems, tools, and technologies. Topics include but are not limited to: post-autonomous practices, network topologies, new software and hardware, programming basics, digital video production and editing, streaming media, interactive tools and new internet applications.

The students participate in the concentration for two years and are required to take the "Integrated Media Studio and Critique" class (in the spring semester), one semester of any approved elective course (in the fall or spring semesters) and attend the seminar series "Conversations on Media Culture and Practice" (in the fall semester.) The requirements apply to each year of the concentration.

Members of the faculty and the visiting artists all participate in advising students, giving feedback from a wide spectrum of experience and helping facilitate the production and planning of the students' Integrated Media projects.

Applications to the Center are processed through the student's *métier* and admissions. The Center for Integrated Media's core faculty reviews the applications and portfolios of each applicant during the admissions process of the *métier*. Each student is also required to provide an Artist Statement that explains the basis of their work, details their experience working with new forms of media and expresses their interest in the Center for Integrated Media at CalArts.

IM Learning Goals

Over their course of study, Center for Integrated Media students will learn to:

- Actualize the complex dialectic between the creative process and new media technologies;
- Organically integrate diverse forms of technology into multi-platform artistic expressions;
- Forge interdisciplinary research into the arts, science, technology, cultural studies and other new media fields;
- Think critically and communicate persuasively about the aesthetic and political possibilities inherent in technology and culture; and
- Conceptualize, plan and execute sophisticated projects that articulate a distinct vision using a broad range of new media and computer skills.

Integrated Media Courses

IM1005 Integrated Media Studio & Critique

3 units / Semester II

Members of the CIM faculty and fellow students participate in the Integrated Media Studio & Critique. In the fall semester, the students work with the faculty to develop their Integrated Media project. Each week in the spring semester, one student or collaborative team gives a formal presentation of their Integrated Media project to be followed by an extended discussion with their peers and faculty. This is a rigorous but supportive forum for considering technology-based artworks, and discussing current trends and issues in the field of new media. There will also be opportunities for hands-on workshops and demonstrations of new technology and new media during the fall semester. Required of all CIM students.

IM1006 Conversations on Media Culture and Practice

3 units / Semester I

A series of talks given by visiting artists, writers from various disciplines and members of the CIM faculty in an informal setting designed to promote interaction and dialogue with the students around issues of artistic practice and media culture. Required of all CIM students.

IM1007 Integrated Media Skills Workshop-DIT (Do it Together) *

1 units / Semester II

The DIT workshop is an interdisciplinary workshop open to CIM students who are interested in working collaboratively on their Integrated Media project. The DIT workshop will address research, conceptualization, prototyping, new techniques, current digital technologies and collaborative production methods.

* Permission of the instructor. Integrated Media students given priority.

IM1014 Contexts For Media and Performance

2 units / Semester II

This workshop will examine the issues of live art and recorded performance within a critical and cultural context. We will discuss performance and its development in various related forms of time based media and new technologies. Presentation of live events, concerts, readings, actions, interventions and installations can be considered for combination with media and technology.

During the course of the workshop we will produce a collaborative project based on a strategy of a visual and performative hybridity. We will exhibit the project in the CIM work space in May.

IM1015 CIM Design/Research Group

1 unit / Semester II

The CIM Design and Research Group is a think-tank for visiting artists, faculty and students for exploring issues of new media, pedagogy and community building (in the creation of technology-based artworks.) Each year the Group will present their findings to the institute.

IM1016 SoundGamePublicSpace

2 units / Semester II

SoundGamePublicSpace is a CIM workshop designed to use strategies of gaming and play to investigate the interaction of the body in physical space with interactive sound. The workshop will produce multiple 'sketch' games during the course of the spring semester and a final game for exhibition in the CIM Workspace in May. The group will explore the components of the workshop through movement exercises, readings, media jams and technical how-to sessions. Collective research and active collaboration will be featured within the workshop's learning process.

IM1017 Viralnarrative- Adventures in Media, Space and Text

2 units / Semester II

This workshop will be centered on the development of a viral narrative that is distributed both offline and online.

It is a writing and media workshop that will investigate viral strategies that considers narrative in a socially based networked environment and in time and screen based mediums.

The workshop will evolve based on projects that are authored collaboratively by the students and faculty on a weekly basis using social networking software, video, audio, graphic posters and other forms of media interventions in the public sphere.

IM900A&B Integrated Media Independent Study

1-4 units / Semester I, II

Under the direction of a specific IM faculty member, students pursue research and study defined at the beginning of each semester.

Integrated Media Elective Courses

CS354 The History of Simulation and Interactive Media

2 units / Semester I

* See description in the School of Critical Studies section.

F 430 Video Installation

2 units / Semester I

* See description in the School of Film/Video section.

* Permission of instructor required.

FE520 Alternative Approaches in 3D CG Animation

3 units / Semester II

* See description in the School of Film/Video section.

FE523 Interactive Video with Max/MSP/Jitter

3 units / Semester TBA

* See description in the School of Film/Video section.

FE610 Interactive & Internet Media:

(offered by the Film School in conjunction with Integrated Media) (formerly F 510)

3 units / Semester TBA

* See description in the School of Film/Video section.

FE620 I nteractive Cinema/The Feral Edit

(offered by the Film School in conjunction with Integrated Media) (formerly F 520)

2 units / Semester I

* See description in the School of Film/Video section

FE621 Intermediate Interactive: Media and Performance

(offered by the Film School in conjunction with Integrated Media) (formerly F 521)

2 units / Semester II

* See description in the School of Film/Video section

FE630 Advanced Interactive & Internet Production Workshop

(offered by the Film School in conjunction with Integrated Media) (formerly F530)

3 units / Semester TBA

* See description in the School of Film/Video section

MC416 Media Theory: The Interactee

3 units / Semester I

* See description in the School of Music section.

MC417 Media Strategies: Rules and Space

2 units / Semester II

* See description in the School of Music section.