

Puppetry Courses

T 811	Toy Theatre
T 812	Shadow Theater
T 814	The Hand Puppet In History And Practice
T 815	Special Topics In Puppetry
T 817	Picture Performance
T 818	Making Marionette Theater
T 819	Manual Mechanical

Note: All Puppetry Courses Open to BFA 2 and above

Theater School Graduate Courses

T 445C	Graduate Seminar: Adaptation
T 445D	Graduate Seminar: Greek Drama
T 445F	Graduate Seminar: Dramaturgy
T 445G	Graduate Seminar: Translation
T 445H	Theater Of Witness
T 460	Screenwriting For The Theater Artist
T 560	Graduate Play Analysis
T 562	Graduate Performance Analysis
T 820	Transforming Text I: Adapting Work For The Puppet Theater
T 821	Transforming Text II: Adapting Work For The Puppet Theater
T 827	Performing Object Laboratory
T 860A	Collage For The Director
T 862A	Film Noir For The Theater Artist
T 862B	Cinematic Elixirs
T 880	Writing For Performance
T 888	Playwright's Lab I & II
TP704A	Production Management I
TP801C	Techniques Of Design
TP801D	Design Methodology
TP810	Performance By Design
TP820	Special Topics In Sound Design
TP845	Cultural Policy
TP848	Grant Writing (permission of instructor required)
TP902C&D	Special Topics In Design
TP920A	Open Studio
TP920B	Closure
TP945	Film Producing And Management

Note: All need permission of Instructor. Most of these courses can be open to select undergrads as space and instructor permit.

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08-09

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 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 Center is home to the CIM Design and Research Group, 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.)

The students in the Center are required to take the "Integrated Media Studio and Critique" (in the fall and spring semesters), one semester of any approved CIM elective course (in the fall or spring semesters) and attend the seminar series "Conversations on Media Culture and Practice" (in the fall semester.)

Members of the CIM faculty and the visiting artists all participate in mentoring 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 Project & Critique

2 units / Semester I, 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

2 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 Interaction: the Internet

2 units / Semester II

What is interactivity in the Web 2.0 context? Who or what is involved in this interaction-human-to-human, human-to-index, human-to-database, or computer-to-computer? In a technological context such as the internet, where does the human factor come into play, or is it even necessary? In this workshop we will work to create a web-based project that explores the nature of interactivity specifically within the Internet context, and through different strategies of collective or individual authorship. The project's structure will be a collection of interactive web-based projects that will be student-generated. The projects may or may not relate to each other technically, but will be networked by a common theme. Students may choose to work

collaboratively or individually on their projects. General technical skills for the project will be taught as needed, or gathered from the skills already present in the group. As a result, students with little to no technical background, as well as the tech-savvy, are encouraged to join in.

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

IM1015 CIM Design/Research Group

1 units / Semester I, 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.

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 II

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

* Permission of instructor required.

F 510 Interactive & Internet Media: Time Bending

3 units / Semester I

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

* Permission of instructor required.

F 520 Interactive Cinema

2 units / Semester II

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

F 521 Intermediate Interactive: Retective Fiction

2 units / Semester II

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

F 530 Advanced Interactive & Internet Production Workshop

3 units / Semester TBA

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

* Knowledge of Director and Lingo required.

* Enrollment limited to 10 by permission of instructor.

MC416 Media Theory: Getting and Using Critique

3 units / Semester TBA

* See description in the School of Music section.

MC417 Media Strategies: Rules and Space

2 units / Semester TBA

* See description in the School of Music section.