

CENTER FOR INTEGRATED MEDIA - SPRING SEMESTER 2008

COURSE #	SEM UNITS	COURSE TITLE	FACULTY	DAY/TIME	PLACE
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CENTER FOR INTEGRATED MEDIA REQUIREMENTS

The Center for Integrated Media is an interdisciplinary, peer-to-peer, integrated-learning environment for those graduate students wanting to explore and critique art, science and media technology as part of an interdisciplinary, participatory and collaborative practice. The Center is designed for students whose work has reached an advanced degree of development and who possess the desire to integrate multiple forms of media into new modes of expression.

Integrated Media invites visiting artists to the Center through the lecture series "*Conversations on Media Culture and Practice*" and through the Integrated Media Artist-in-Residency. The artists participating in the residency visit the Center in the fall and spring semesters and work on a project in collaboration with the students.

Members of the faculty are available to the students on an individual basis for critiquing work, giving feedback from a wide spectrum of experience and helping facilitate the production and planning of their Integrated Media project.

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

The CIM students are required to take the "*Integrated Media Critique and Project*" (in the fall and spring semesters) and they are also encouraged to take additional elective courses offered by the CIM faculty through the various schools. At least one CIM elective is required per year.

The students are also required to attend the lecture series "*Conversations on Media Culture and Practice*" (in the fall semester.)

While in the Center all students are required to work on a specific Integrated Media project on a yearly basis. Each student project is developed and produced in the fall and spring semester in the Critique and Project class and is exhibited in the CIM exhibition space for one week.

Applications to the Center are processed through the student's metier. The entire Integrated Media core faculty reviews the applications and portfolios of each applicant during the admission process of the metier. 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.

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CENTER FOR INTEGRATED MEDIA COURSES

IM1005	2.0	Integrated Media Project & Critique	IM Faculty	Th 4-7	A116
		* Limited to Integrated Media students.			
		* Required of all Integrated Media students			
IM1014	2.0	Contexts for Interaction: The Internet	Visiting Artist	TBA	A116
IM1015	2.0	CIM Design/Research Group	Visiting Artist	Th 1-4	A116
		* Permission of instructor required.			
IM1016	2.0	SoundGameSpace	Leeser	M 11-1	A116
		SoundGameSpace 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	2.0	The Networked Documentary	Leeser	Th 11-1	A116
		'The Networked Documentary' is a CIM workshop that will investigate the transformations of the traditional documentary form brought on by new interactive and networked strategies. Each participant in the workshop will research and produce an online documentary project and participate in group discussions and critiques.			
IM900	1-4	Integrated Media: Independent Study	As arranged		
AP361	2.0	Network Culture	Davies	Th 9-12	Mac Lab
CS215	2.0	Videogame Analysis	Schkolne	W 2-4	Langley
CS413	2.0	Internet Minigame Workshop	Schkolne	W 4-6	Library
CS521	2.0	Memory, Media & the City	Klein	T 4-6	A217
F 430	2.0	Video Installation	Buchanan	F 1-4	C115
F 521	2.0	Intermediate Interactive/ Jump, Jitter, and Jive	Kapan	T 4-7	F103