

When	January 5 th to March 15 th , 2010 Lectures: Tuesdays and Thursdays, 2:00-4:45am (19 2hr, 45min sessions) Lab Time: Saturdays, 2:00 – 4:45am (10 2hr, 45min sessions) Finals Class: Open Studios, Friday, March 12th, Noon – 4:00 pm
Where	Baskin Art Dept. Room E102
Who	James Khazar
Office Hours	Tuesdays and Thursdays, 1:30-2:00, Art E102
Email	james@khazar.com (Put "Student" in the subject of any email you send me, or it will not get past my spam-catcher!)

Description

Basic introduction to electronic devices for use in intermedia artmaking. This course provides hands-on experience working with sensors, motors, switches, gears, lights, simple circuits and hardware-store devices to create kinetic and interactive works of art. Students produce sculptural or installation based projects. Demonstrations, lectures and critical discussion of work will be given to develop concepts and technical skills.

Objectives

Students will learn to construct sculpture and installation artworks using electronic devices. To this end students will examine everyday objects and devices toward shifting and/or enriching their meaning. Students will gain knowledge of the history of electronic art. Works by contemporary practitioners will be shown and discussed in class.

Administration

- Requirements**
- Students are required to attend every class meeting (unless excused by the instructor with prior notice, a valid medical excuse or personal emergency) and arrive on time.
 - Two late arrivals are equivalent to one absence.
 - *More than 2 unexcused absences will result in a failing grade for the class.*
 - More than two absences even with reasonable excuse require that you make an appointment with the instructor.
 - Leaving early without permission counts the same as arriving late.
 - *Projects are required to be complete at the start of class on critique days. Late assignments will only be accepted up to one week after the due date and will be assessed the loss of one full grade. After the one-week grace period, late assignments will not be accepted.*
 - Students must do assigned readings and participate in class discussions and collaborations. *You will be graded on class participation.*

- Students must participate in critiques of projects, providing feedback about other students' work.

Grading	35%	In-class assignments (4 total)
	30%	Final assignment
	20%	Writing/Presentation assignment
	15%	Participation

Guidelines for a High Grade (B or higher)

- Attend all classes and avoid arriving late or leaving early.
- Work in class, participate in crits and volunteer constructive criticism to other student's work.
- Produce projects that clearly demonstrate an understanding of the principle being explored (sensors, interactivity, etc).
- Produce projects that clearly demonstrate an extended effort, particularly in projects that build on existing projects.
- Go beyond the minimum requirements! Show creativity!

Materials

Most materials are provided, like an Arduino board, prototyping breadboard, and various components. It may be necessary to pick up specific components for projects.

Students will be required to search for used battery-operated sound making toys.

Required Readings

Throughout, from websites. Detailed in the schedule.

Recommended Readings

- Getting Started in Electronics, by Forrest Mims
- The Forest Mims Engineer's Notebook, by Forrest Mims
- Forest Mims Engineer's Mini Notebook Volume III: Electronic Sensor Circuits & Projects, by Forrest Mims
- Miscellaneous Engineering Mini Notebooks, by Forest Mims. Purchase notebook that applies to individual project.
- Practical Electronics for Inventors, by Paul Scherz. If you plan on continuing to work with electronics, Elliot Anderson HIGHLY recommends this book.
- Making Things Talk: Practical Methods for Connecting Physical Objects, by Tom Igoe
- Building Robot Drive Trains by Dennis Clark and Michael Owings
- Robot Builder's Bonanza, by Gordon McComb

Resources

- See links online at <http://bit.ly/7MJynL>