



# HANYANG UNIVERSITY

## Hanyang International Winter School

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	<b>Home University</b>	Hanyang University				
	<b>Department</b>	Applied Arts				
	<b>Homepage</b>	<a href="#">College of Education</a>				
<b>Course Information</b>	<b>Class No.</b>		<b>Course Code</b>	ISS1076	<b>Credits</b>	3
	<b>Course Name</b>	Digital Studio				
	<b>Lecture Schedule</b>	TBA				
	<b>Course Description</b>	This course establishes a foundation of knowledge regarding the processes and uses of technology in art making, and technology as a medium. Students will develop critical and creative art and design thinking skills to produce projects that demonstrate a range of audience intelligences, new media literacies, and software literacies. The course supports multi-modal problem-based learning managed in smaller workshop assignments resulting in a personal portfolio of work.				
	<b>Course Objective</b>	Objective 1: Students will identify and evaluate historical and contemporary approaches to technology as a medium. Objective 2: Students will engage in creative praxis (theory and practice) about art and technology, and demonstrate art and design thinking. Objective 3: Students will be challenged as they build upon their art and technology skills to develop audience engaging projects.				
	<b>Prerequisite</b>	Prior experience in digital photography, digital video, and game design is welcome and not required.				
	<b>Materials/Textbooks</b>	Computer/tablets and projector will be provided in the classroom. Readings are available via library access.				
<b>Evaluation</b>	<b>Attendance</b>	10%	<b>Quiz</b>	%		
	<b>Assignment</b>	%	<b>Mid-term Exam</b>	%		
	<b>Presentation (Proposal)</b>	20%	<b>Final (Portfolio)</b>	20%		
	<b>Group Project</b>	%	<b>Participation (Discussion, Case Study, Practice Memos)</b>	40%		

	Etc.	Evaluation Item	Ratio
		Rubric Development	10%
			%
<b>Daily Lecture Plan</b>	<b>Day 1</b>	[Lecture] Digital Studio Introductions Discussion and Case Study: Art and Technology Histories Practice: Concept Drawings, HCI & Interaction Design	
	<b>Day 2</b>	[Lecture, Case Study, Discussion] Art and Technology, Platforms Practice: Scenarios, Compositing	
	<b>Day 3</b>	[Lecture, Case Study, Discussion] Art and Technology, Audiences Practice: Sequencing, Storyboarding, Editing	
	<b>Day 4</b>	[Lecture, Case Study, Discussion] Affordances and Technologies Practice: Wireframing, User Journey Mapping	
	<b>Day 5</b>	[Lecture, Case Study, Discussion] Meta-media Practice: Transmedia Navigation, Remixing Interactives	
	<b>Day 6</b>	Play and Software Culture Practice: Gamification, Virtual Production	
	<b>Day 7</b>	Spatial Storytelling Practice: Place-based Storytelling, Service Design	
	<b>Day 8</b>	Networked Creativity Practice: Semantic Segmentation	
	<b>Day 9</b>	Spatial Storytelling, Immersive Experiences Practice: Place-based Storytelling, AR/XR Experiences	
	<b>Day 10</b>	Final Studio, Portfolio Presentations, Evaluation	