

DIGITAL MEDIA 2015 - DELIVERY AND ASSESSMENT SCHEDULE – UPDATED OCTOBER 2015

Class notes can be found on this website: <http://vuitarts.net.au/lisa/2015/DMA>

Sessions		Topic / Activities (including any pre-reading / resources required)	Assessment
No.	Date		
1.	14/07	Introduction Introduction to Digital Media, Photoshop revision skills exercise, Introduction to Blogs - how can artists use them?	Start AT1 - Blog Setup
2.	21/07	Wordpress Setup Setting up a Wordpress.com Blog - create and style your blog, writing exercise - creating an "About" page Prepare a set of images for use on blog in next class	
3.	28/07	Wordpress Customisation Wordpress Customisations and Usage 1 - customising your Wordpress.com blog and working with media - Galleries & Slideshows	
4.	04/08	Wordpress Customisation Wordpress Customisations and Usage 2 - customising your Wordpress.com blog and working with media - Galleries & Slideshows	
5.	18/08	Wordpress Customisation Wordpress Customisations and Usage 3 - customising your Wordpress.com blog and working with media - Galleries & Slideshows - Presentations of Blogs	Assess AT1 - Blog Setup
6.	25/08	Video & Animation Project Animated GIF exercise	
7.	01/09	Video & Animation Project Introduction to Animation & Interaction Concepts - What is Flash & how does it work?	Start AT2 - Video & Animation Project
8.	08/09	Video & Animation Project Video and Animation - how artists use them for different projects. Flash Class exercise - Video Kaleidoscope	
9.	15/09	Video & Animation Project Video and Animation - Interaction exercise, working on own video/Flash project	
mid term break – 21/09 – 05/10			

10.	06/10	Video & Animation Project Video and Animation - working on own video/Flash project	
11.	13/10	Mixed Reality Environments Mixed reality environments - history and practice - how artists have used these technologies	Start AT3 - Mixed Reality Environments Review Assess AT2 - Video & Animation Project
12.	20/10	Mixed Reality Environments Mixed reality environments - experiments with QR codes and other technologies that use mobile media Begin review of mixed reality environments and selected artists in the field	
13.	27/10	Virtual Exhibition Begin Group Project - Virtual Exhibition - group focus on curating work into a Virtual 3D space - is there a connecting theme or concept? what are the limitations of the environment?	Start AT4 - Group Project - Virtual Exhibition
14.	03/11	Virtual Exhibition Complete Mixed Reality Environments review, presentation to the class. Work on Virtual Exhibition, selection process - which works will be in the exhibition? Preparing images for presentation in the gallery space	Assess AT3 - Mixed Reality Environments Review
15.	10/11	Virtual Exhibition Work on Virtual Exhibition - getting the images into the exhibition space, writing a description and entering titles, details etc. Graduate Show Invitation Design	
16.	19/11 (Thursday 1-5pm)	Virtual Exhibition Presentation of Group exhibition, preparation of a promotional image for the exhibition that can be used on blogs and other promotional methods.	Assess AT4 - Group Project - Virtual Exhibition