### Lesson Plan: INTERACTIVE MEDIA ARTS

<table>
<thead>
<tr>
<th>Week</th>
<th>Weekly Summary</th>
<th>Instructional Resources</th>
<th>Publish</th>
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<tr>
<td>0</td>
<td>05 Aug-10 Aug</td>
<td>Yes</td>
<td>No</td>
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<tr>
<td>1</td>
<td>12 Aug-16 Aug</td>
<td>Introductions, Preview</td>
<td>Yes</td>
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<td>2</td>
<td>19 Aug-23 Aug</td>
<td>Art Historical Precursors to Interactive Digital Art: Dematerilization, Process over Object, Art/Life/Audience Dada in Zurich, Cabaret Voltaire, Dadaism, Duchamp, Surrealism Parisian Situationism, (Critique of Modern Alienation/Capitalism's split between entertainment --the Society of the Spectacle-- and work, a call for action and mixing up of art/life The Derive App, American Happenings/Fluxus, John Cage and Allan Kaprow, Feminist Performance Art/The Body, Carolee Schneeman, Vito Acconci, Chris Burden, Suzanne Lacy and the Two Public Arts, Ulay and Abramovic, Abramovic Manifesto, Marina Abramovic at the MOMA and the game thereof, Hennessey Youngman's Take on Performance Art, Former Performance Art Ban in Singapore, Josef Ng, Artist Village Performance Art, Lee Wen's Arab St. Performance Space Reading Discussion: Dada Manifesto by Hugo Ball, Situationist Manifesto by Guy Debord, Fluxus Manifesto by George Maciunas Lab: Play a Derive Game on Campus, split into 2 groups and draw psychographic map, also await texting of new objective</td>
<td>Yes</td>
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<tr>
<td>Week</td>
<td>Dates</td>
<td>Events</td>
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| 4 | 02 Sep-06 Sep | **Discussion:** Media Determinism and Moments of Choice  
McLuhan, Marshall  
The Playboy Interview (1969)  
and Manovich, Lev  
Database as Symbolic Form (2001)  
**Leader:** Lihui  
**Lab:** Media Archeology Exercise  
**Video Art:** Artists get their hands on the Portapack:  
Martha Rosler-Semiotics of the Kitchen, William Wegman  
1 and 2, Dan Graham-Rock my Religion, The Video DataBank, The Electronic Arts Intermix  
**Installation Art:** Nam June Paik, Bill Viola, Tony Oursler, Bruce Nauman  
**Feature Length Baroque Video Art:** Matthew Barney  
Reading Discussion: Morse, Margaret  
Video Installation Art: The Body, The Image and the Space In-between and High, Kathy Public  
**Stances Discussion Leader:** Dorcas  
**Optional:** Did the Portapack cause Video Art? and Oppenheimer, Robin  
**Characteristics of an Expanding Medium**
| 5 | 09 Sep-13 Sep | **E-learning Week:** Artistic Alteregos, Personas, Identity and Genderplay  
Check Out: Cindy Sherman, Guerrilla Girls, Celebrity Performance Art, Sasha Baron Cohen's multiple personas(Bruno, Borat and Ali G), Lynn Hershman Leeson as Roberta Breitmore, and her film Conceiving Ada (inspired by life of Countess Ada Lovelace), VNS Matrix and their Cyberfeminist Manifesto, Shu Lea Cheang's Brandon, Second Front and Gazira Babeli  
**Lab:** Make Your Own Video/Performance Art Piece in which you become somebody else (1-3 minutes, No edits) with your mobile phone and upload it to Vimeo, Alternately to videoing yourself, you could do the performance as a machinima character with voiceover. Post link on Forum and comment on other students' videos  
**Discussion Leader:** Timo
<p>| 6 | 16 Sep-20 Sep | <strong>Net Art, Web 1:</strong> Audience completes the Artwork, Maximizing the Medium, Software and Hypertext Art, East meets West, Jodi, Olia Lialina, Potatoland and the Shredder. Francesca di Rimini, Josh |</p>
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<th>Date</th>
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<tr>
<td>21 Sep-29 Sep</td>
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<td>Date</td>
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<tr>
<td>10-21 Oct</td>
<td>Fieldtrip to Hackerspace Singapore <strong>Read:</strong> Laitio, Tommi, From Best Design to Just Design in Open Design Now book <strong>Discussion Leader:</strong> Wei Jin</td>
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<td>11-28 Oct</td>
<td>Final Presentations <strong>Yes</strong></td>
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<td>12-04 Nov</td>
<td>Final Presentations <strong>Yes</strong></td>
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<td>13-11 Nov</td>
<td>Final Presentations <strong>Yes</strong></td>
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## Lesson Schedule

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<tr>
<td>1 14 Jan-18 Jan</td>
<td><strong>Lecture:</strong> Intro, Overview, Explain Assignments including Digital Ethnography Blog and Fieldwork, and how Asynchronous Tutorials in Minecraft will work</td>
<td>Yes/No</td>
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| 2 21 Jan-25 Jan | **Lecture:** What is a Game? Ludification vs. Gamification  
**Read:** Reading Blog Entry #1 Due: Reflect on your blog on  Raessens, Joost, Homo Ludens 2.0 The Ludic Turn in Contemporary Media Theory  
**Optional Read:** Lunden, Ingrid Badges Beware: 80% of Gamification Apps will end up being Losers | Yes/No | |
| 3 28 Jan-01 Feb | **Lecture:** Gamification of the City 1: From Situationism to Military Ludic Ghost Towns  
**Tutorial:** Project 1 Milestone A Due: Post ethnographic observations of a part of the city where your hypothetical game would take place on your Blog  
**Optional Read:** Schleiner, Anne-Marie "City as Military Playground: Contested UrbanTerrain" (Chapter 4, p. 94 in Ludic Mutation: The Player’s Power to Change the Game) | Yes/No | |
| 4 04 Feb-08 Feb | **Lecture:** Gamification of the City 2: LARPs, the two AR’s (Alternative Reality and Augmented Reality) Games, Future Trends, Science Fiction AR Games in Mitsou Iso’s Dennoi Coil Japanimation Series  
**Tutorial:** Project 1 Milestone B Due Sat Feb 9, 11:59 p.m.: Post initial draft of Game Design Concept on your Blog and give constructive, critical feedback on the blog of at least one classmate (Choose another blog to critique from the list I will post in IVLE Forum)  
**Optional Read:** Schleiner, Anne-Marie "Toys of Biopolis"(Chapter 5, p. 125 in Ludic Mutation: The Player’s Power to Change the Game) and Deleuze, Gilles "Post-script on the Society of Control" | Yes/No | |
| 5 11 Feb-15 Feb | **Lecture:** No Lecture-Happy Chinese New Year!  
**Tutorial:** Your activity (Build Your Own Classroom) for CNY week in "tutorials" is to play the free version of Minecraft classic create here: https://minecraft.net/classic/play  
You are asked to draft a simple idea of a gamified classroom for virtual tutorials using the building blocks in Minecraft. When finished take a screenshot and post it on your blog. (This will only be marked as tutorial participation, ie did you do it or not, | Yes/No | |
though I may add some verbal feedback on some of them my feedback does not affect the mark) Due: Sat Feb 16, 11:59 pm

Tips: Make sure Java is installed so you can play Minecraft in your browser (check their site for more help),

Basic Controls in Minecraft Classic Create (so much easier than Survival): Mouse left click destroys blocks and right click builds, mouse scroll selects materials from your inventory and "B" gives you even more material options. Movement is like a standard first person shooter game using, W,A,S,D and space bar to jump.

If you have questions about the tutorial activity post them on the IVLE forum. For technical problems installing Minecraft check the forums, tutorials etc on the Minecraft.net site.

### Lecture: Short Presentations of Project 1 (Project 1 Digital Poster due in Student Submissions Folder IVLE)

#### Tutorial: Learning to Craft in Minecraft: Play Survive Your First Night Demo available free at minecraft.net (click on demo button). Place screenshot of your shelter you build for the night on your blog. Due: Sat March 2, 11:59 p.m. Helpful Demo Walkthrough: http://www.youtube.com/watch?v=0VWhQHS-ffs

Over Break: Install Minecraft.edu and salute your Project 2 group members (See IVLE Project groups to see who is in your group)

### Lecture: Games for Change, Procedural Game Rhetoric, and some Obstacles to Activist and Serious Game Design, Intro Project 2

#### Tutorial: Reading Blog Entry #2 Due: Reflect on Reading on your Blog and apply to at least one game from http://www.gamesforchange.org/play/

Read: Frasca, Gonzalo 2 Chapters: "The Theater of the Oppressed and the Games of the Oppressed"


### Lecture: Learning Games

#### Tutorial: Reading Blog Entry #3 Due: Play Educational Game of your choice not mentioned in class and connect to topics mentioned in reading on your blog

Read: Van Eck, Richard "Digital Game Based Learning" and Henriksen, Thomas Duus "Dimensions in Educational Game-Design"

### Lecture: Learning Games 2: Minecraftedu Interactivity:

Redstone Circuits and Project 2 Group Brainstorming Session Helpful Redstone and Mob Farm Minecraft Tutorials from the community: http://www.youtube.com/watch?v=L6ihO7wkjkhttps://www.youtube.com/watch?v=aLTXsBbo_Uhttp://www.youtube.com/watch?v=yBc1oYyenVwhttp://
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<td>25 Mar-29 Mar</td>
<td>Project Two Brainstorm and Build</td>
<td>Workday: Meet with your Group and continue to work on constructing Game Map in Minecraft</td>
<td>None</td>
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<td>11 Apr-05 Apr</td>
<td>Learning Game Designer Guests Tan Shao Han(NTU Learning Lab) and John Yap (NUS Learning Center)</td>
<td>Online Playtesting</td>
<td>Guidelines to Playtesting</td>
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<td>08 Apr-12 Apr</td>
<td>Casual Playtesting in class with classmates</td>
<td>Online Playtesting: Synchronous group meetings with instructor in Minecraft</td>
<td>None</td>
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<td>13 Apr-19 Apr</td>
<td>Project 2 Presentations!</td>
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Lesson Plan: PLAYABLE ART

Week 1: 11 Aug-15 Aug
Intro to module, Pre-digital art games. Twentieth Century Surrealist Art Games, Chance, Open-endedness, Overview of assignments and discussion/lecture topics
1. Workbin Project1.pdf - Project 1
2. Workbin Week1.pdf - Week 1

Week 2: 18 Aug-22 Aug
1. Lecture: Cartographic Vision and Styles: Colonialism, Territory, Exploration and East vs. West, Australian Aborigine Dream Maps, Maps in Games, Memory Mapping Exercise
2. Yu, E. Lily, The Cartographer Wasps and the Anarchist Bees Reading Discussion:
   Paragraph Summary and Discussion Question Due
3. Form Groups, Start to research maps for game

Week 3: 25 Aug-29 Aug
Workday Project One, Due: Map selected for your board game inspiration

Week 4: 01 Sep-05 Sep
1. Lecture/Discussion: Digital Cartography in Computer and Mobile Games
   Read: Jenkins Henry and Squire, Kurt The Art of Contested Spaces and Lammes, Sybille "The Map as Playground: Location-based games as cartographical practices"
   Reading Discussion: Paragraph Summary and Discussion Question Due
2. Project One, Playtesting
1. Workbin Week4.pdf - Week 4 Notes

Week 5: 08 Sep-12 Sep
Lecture: Art Games
Reading 1. Interview with Game Designer Jonathon Blow: What we all missed about Braid. 2. Artist Brody Condon: Reading Discussion: Paragraph Summary and Discussion Question Due Optional Reading: Game Art Exhibit Curator Daphne Dragona

1. Workbin ArtReview.pdf - Art Review

Week 6: 15 Sep-19 Sep

Project One Due/Critique

Week 7: 29 Sep-03 Oct

Presentation of Game Artist Reviews

Week 8: 06 Oct-10 Oct

Introduce Project 2 Indie Game Developer Angst Documentary (Equivalent to the Expressionist Painter Edward Munch's The Scream) Continued Presentation of Game Artist Reviews

1. Workbin Project2.pdf - Project 2

Week 9: 13 Oct-17 Oct

Gamemaker Demo, Workday Project Two, Milestone A. Concept Due end of class, Group Brainstorming in class,

Week 10: 20 Oct-24 Oct

Deepavali, Artist Review Final Written due in IVLE Student Submission Folder

Week 11: 27 Oct-31 Oct
Workday Project Two, Milestone B. Playable Prototype Due

Week 12: 03 Nov-07 Nov

Workday Project Two, Milestone C. Playtesting Results Due

Week 13: 10 Nov-14 Nov

Project Two Final Presentation/Critique