

# IDEA9102 Installation Studio | sem1 2009

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## Lecturers

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## Tutors

Adrian Lombard (electronics)

Kaz Grace (programming)

The aim of this Unit of Study is to explore interaction, using the form of installation as the interface. This investigates the relationship between our environments, bodies and technologies in a practice-led fashion. It evolves a discourse on the next generation of mixed-media installations, involving their history, their evolution, and their cultural context.

This studio will provide a platform for students to integrate knowledge of interaction design, multimedia, and advanced sensor technologies within the context of installation art and design. Students will have the opportunity to develop in-depth knowledge through practice by developing prototypes of experimental interfaces on a human scale. These prototypes will culminate in the form of a performance or an

installation, producing performative architectures, and responsive environments.

The aim of this design process is to explore the potential for responsive, adaptive and proactive spaces that enhance our relationship with our environment and extend our social interactions. Students will participate in the entire design process from concept to completion, developing their own software and hardware as required. Through this process, students will gain an understanding of the challenges and possibilities of designing technologies to perform as interfaces to our shared physical, social and cultural environments.



Electronic Tomato, Archigram, 1968

### *Objectives*

- to integrate knowledge of human-computer interaction and multimedia in the design of a major creative project;
- to extend the scope of foundational courses and apply in-depth knowledge to develop experimental, creative, and innovative interactions with the environment using commercially available interface technologies; and,
- to develop skills in project management, design process and documentation.

### *Outcomes*

- students will integrate knowledge accrued across a range of Units of Study in an integrated outcome;
- students will develop an extended knowledge and application of human-computer interaction;
- a creative, experimental design conception and implementation that involves immersive practice, installation and/or performance.
- students will develop the ability to critically reflect on the current techno-cultural context and to integrate these reflections in the design process.

### *Generic attributes developed in this unit*

The unit of study will address generic attributes related to “Research and Inquiry”, “Personal and Intellectual Autonomy” and “Communication.” Students will be required “to think critically, creatively and imaginatively” in addition through their research and development process students will be required “to use information in critical thinking, making informed judgments, solving problem, and in constructing knowledge and arguments.” Owing to the creative, experimental and innovative nature of the project that will be developed in this unit of study, the students will need to “be able to respond effectively to unfamiliar problems and contexts.”

Through the presentation of their works, the students will “make short oral presentations to explain and justify design proposals” and “use various sources of information on precedents, and to identify, criticise and utilize design concepts in a creative manner.” Finally, students will prepare reports that refer to “background studies, reviews of precedents and literature.”

### **Course structure**

The studio class will take place weekly, on Friday.

Location: Faculty of Architecture, Design and Planning, Wilkinson building – G04, in particular the Sentient Lab, 2<sup>nd</sup> floor and the new Studio spaces on the 4<sup>th</sup> floor.

10am-1pm: technical tutorials and consultation.

2-5pm: lectures, discussions, critiques and presentations.

### **Assignments**

**[1] blog discussion – weekly | 10% of final mark  
one post and one comment each week**

This is your ongoing process journal. Blog about your ideas, other projects you found, books you read, exhibitions you visited, etc. This is not the space to simply complain about issues you might have with your software, hardware, etc.

The second part of this assignment—commenting on other people’s post—will help you to stay informed about your

classmate's process, so you need to check out others' posts and comment on at least one other of them every week.

**[2] concept pitch – week 3 and 5 | 15%**

In week 3, you are asked to discuss your **first project ideas** with us. Bring one slide to support your presentation: this can contain a sketch, scheme or an image/video of an existing project that you'd like to refer to.

5 min per person or 10 min per group.

33% of assignment 2 or 5% of final mark.

In week 5, you will **pitch the concept** of your **group** project.

Bring up to five slides to present (and sell us) your concept: what is/are your core idea/s? What is/are your main driving question/s – that is, why do you want to do this project?

What are your inspirations? Has anyone else done work in this area (show good example)?

10 min per group.

66% of assignment 2 or 10% of final mark.

**[3] research presentation & paper – week 7 & 8 | 20%**

In week 7, you will present the research that underlies and drives your group project development. Bring 5 to 10 slides, with images, sound examples, schemes, theory quotes, videos, and thorough references, to illustrate the practices and theories that inform and motivate your work.

The short (2-page) paper documenting this research is due in week 8. This paper also has to contain a section that

discusses your **project concept** as this will help clarify the motivation for and set the scope of your research.

**Format**

The 2-page research paper, has to be submitted in the format of LEONARDO's transactions section:

<http://www.leonardo.info/transactions.html>

To find out more about the format, go to:

<http://www.leonardo-transactions.com/>

to download "specific guidelines for Transactions papers"

[don't upload your paper to this site!]

Check out previous submissions here:

<http://www.leonardo-transactions.com/announcements/>

**[4] presentation of installation prototype – week 13 | 40%**

Group presentations of your final prototype.

On site. In real-time.

It is recommended that you also bring slides that can support the discussion of your concept, research, development process, etc.

To be submitted: application code, including basic comments, and presentation slides (if you have).

**[5] submission of video documentation – week 14 | 15%**

Submit a short video documentation (3-5min) that

- shows participants interacting inside/with your installation,
- and documents the underlying concept,
- your development process,

- and any other driving aspects (i.e. scientific findings, reference projects, etc).

### Format

To be submitted in DV Pal format on DVD + uploaded on youtube. We recommend mp4 format , more details at: <http://www.google.com/support/youtube/bin/answer.py?answer=57924&topic=10525>)

### Assessment Criteria

*General assessment criteria* (applied across all assignments): All your assignments will be assessed in reference to the aspects of your assignment outcome that indicate the amount of time as well as the level of depth and reflection that you put into responding to the assignment task.

Looking at the level of your engagement allows us to assess your assignment submission based on the exploratory and critical effort you put into this assignment, rather than solely assessing the final result/product of your process. This is aligned with the experimental, performative research-led learning focus of the course objectives.

Your critical engagement will be looked at in terms of:

- (a) elaboration (time & depth)
- (b) level of experimentation and playfulness (to which degree your project ideas/questions go beyond common standards and what we have covered in class, to which degree you experiment with the idea in your approach)

(c) critical reflection (how critically the project examines or challenges the relationship between the participant and the interactive installation environment);

Should you feel that your submission doesn't clearly reflect the level of engagement you put in, you are welcome to submit additional support material, i.e. snapshots of the process. **Don't forget that this documentation can and should include failed attempts!**

### Readings & Resources

- 1) Anna Munster, *Materializing New Media: Embodiment in Information Aesthetics* (Interfaces: Studies in Visual Culture). Dartmouth College Press, 2006.
- 2) Marquard Smith and Joanne Morra (eds.), *The Prosthetic Impulse. From a Posthuman Present to a Biocultural Future*, MIT Press, 2007.
- 3) Tom Igoe, *Making Things Talk: Practical Methods for Connecting Physical Objects*, 2007.
- 4) Lucy Bullivant (guest ed.), *4dsocial: Interactive Design Environments* (Architectural Design), 2007.
- 5) Casey Reas and Ben Fry, *Processing: A Programming Handbook for Visual Designers and Artists*, MIT Press, 2007.

Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Date	06/03	13/03	20/03	27/03	03/04	10/04	24/04	01/05	08/05	15/05	22/05	29/05	05/06	12/06
Online		Blog	Blog	Blog	Blog	Blog	Blog	Blog	Blog	Blog	Blog	Blog	Blog	
Presentation			Ideas		Concept		Research							Final
Documentation								Research						Final