

# FLORIDA ATLANTIC UNIVERSITY™

## Graduate Programs—NEW COURSE PROPOSAL<sup>1</sup>

UGPC APPROVAL \_\_\_\_\_  
 UFS APPROVAL \_\_\_\_\_  
 SCNS SUBMITTAL \_\_\_\_\_  
 CONFIRMED \_\_\_\_\_  
 BANNER POSTED \_\_\_\_\_  
 CATALOG \_\_\_\_\_

DEPARTMENT: SCHOOL OF COMMUNICATION &  
MULTIMEDIA STUDIES

COLLEGE: ARTS & LETTERS

**RECOMMENDED COURSE IDENTIFICATION:**

PREF DIG COURSE NUMBER 6589 LAB CODE (L or C) \_\_\_\_\_

(TO OBTAIN A COURSE NUMBER, CONTACT [M.JENNING@FAU.EDU](mailto:M.JENNING@FAU.EDU))

COMPLETE COURSE TITLE: PORTFOLIO WORKSHOP

**EFFECTIVE DATE**

(first term course will be offered)

SPRING 2016

CREDITS<sup>2</sup>: 4

TEXTBOOK INFORMATION: Manovich, Lev. *The Language of New Media*. Cambridge, Mass: MIT Press, 2001. Print.

GRADING (SELECT ONLY ONE GRADING OPTION): REGULAR  SATISFACTORY/UNSATISFACTORY \_\_\_\_\_

COURSE DESCRIPTION, NO MORE THAN THREE LINES: Students develop projects ranging from creative coding to narrative based 3D animation that will be completed by the end of the semester. Student works-in-progress are presented each week for critical evaluation and analysis.

PREREQUISITES\*: MFA GRADUATE STATUS

COREQUISITES\*:

REGISTRATION CONTROLS (MAJOR, COLLEGE, LEVEL)\*:

MFA IN MEDIA, TECHNOLOGY & ENTERTAINMENT THROUGH THE SCHOOL OF COMMUNICATION & MULTIMEDIA STUDIES

\* PREREQUISITES, COREQUISITES AND REGISTRATION CONTROLS WILL BE ENFORCED FOR ALL COURSE SECTIONS.

MINIMUM QUALIFICATIONS NEEDED TO TEACH THIS COURSE: MFA OR PHD IN FILM & VIDEO PRODUCTION

Faculty contact, email and complete phone number:  
[mcafcc@fau.edu](mailto:mcafcc@fau.edu)  
(954) 236 1373

Please consult and list departments that might be affected by the new course and attach comments.<sup>3</sup>

**Approved by:**

Department Chair: David Conrad Williams

College Curriculum Chair: Margaret Judah

College Dean: [Signature]

UGPC Chair: \_\_\_\_\_

Graduate College Dean: \_\_\_\_\_

UFS President: \_\_\_\_\_

Provost: \_\_\_\_\_

**Date:**

3/20/2015

4/1/2015

4/6/15

1. Syllabus must be attached; see guidelines for requirements: [www.fau.edu/provost/files/course\\_syllabus.2011.pdf](http://www.fau.edu/provost/files/course_syllabus.2011.pdf)

2. Review Provost Memorandum: **Definition of a Credit Hour** [www.fau.edu/provost/files/Definition\\_Credit\\_Hour\\_Memo\\_2012.pdf](http://www.fau.edu/provost/files/Definition_Credit_Hour_Memo_2012.pdf)

3. Consent from affected departments (attach if necessary)

Email this form and syllabus to [UGPC@fau.edu](mailto:UGPC@fau.edu) one week before the University Graduate Programs Committee meeting so that materials may be viewed on the UGPC website prior to the meeting.

## **MFA in Media Technology and Entertainment**

- 1. Title: DIG 6589 Portfolio Workshop Credit Hours - 4**
- 2. Prerequisite: Enrollment into the MFA in Media Technology, & Entertainment**
- 3. Course Logistics: Davie Campus Tuesdays 5-9pm**
- 4. Instructor Contact Information : Prof. Francis X. McAfee, Davie, Campus- LA 418  
Office Hours: TBA, ph 954-236-1373, email [mcafee@fau.edu](mailto:mcafee@fau.edu), SkypeName:fxmack**

### **5. Course Description**

Portfolio Workshop in the MFA in Media, Technology, and Entertainment is a 4 credit course highlighted by weekly multi-hour group discussions and presentations on computer graphic and interactive media projects.

Students propose projects ranging from creative programming to designing virtual worlds to narrative based 3D animation that will be undertaken and completed by the end of the semester. The students may seek a diverse set of collaborators with different skills and sensibilities or propose an individual project.

Student works created during the semester are presented each week for critical evaluation and analysis. The give and take of criticism in the Portfolio Workshop classroom is a highly regarded method of developing the digital artist and is an integral part of the concept of the Master of Fine Arts degree.

Students learn to examine artistic approaches and techniques through analysis by professors, their peer group, and invited guests from relevant industries such as film, game development, interactive media, and the arts.

Lecture topics and group discussions focus on current student projects as well as evolving techniques in the field. All aspects of the student projects are reviewed in detail including aesthetics, conceptual content, technique, and design methodology.

One significant aspect of the course is to provide an opportunity to expand the scope of the student's portfolio works and to further define their identity as digital artists. The student will build presentation skills to defend practical and theoretical directions in their creative works.

### **6. Requirements:**

The class projects may be comprised of either interdisciplinary student teams or as individual artistic endeavors culminating in a working artifact.

These projects cover an entire semester and must first be approved by the faculty instructor.

Each week the student presents updated progress in a significant component of the project or presents a short seminar (mid-term and during finals) on research topics related to their project's concept.

Storyboards, sketches, animatics, audio, and supplemental research material must be made available to the class.

A final seminar involving Student oral presentation regarding the project must be presented to an audience at the end of the semester. Screenings, demonstrations, or installations must accompany this final presentation.

#### **7. Course Outcomes:**

**Students develop self-analysis and support their peers with critical review.**

**Students refine their digital media projects for public presentation.**

**Students learn how to work effectively in teams if the project involves collaboration.**

**Students create short oral and written treatments on their creative productions.**

#### **8. Objectives:**

**Each week students will present ongoing work-in-progress after a semester project proposal has been approved. Students will be following a self-directed production schedule and bringing the project into class for critique as well as giving feedback to their peers in group discussions.**

**Students gain technical competencies in a wide spectrum of digital media software and production equipment.**

**The course will involve four kinds of activities:**

**Presentations by students on their research and work-in-progress;**

**Presentations by faculty and guest lecturers (TBA) on their areas of expertise;**

**Seminar discussions of relevant readings and topics; and**

**Field trips to events and related industry (museums, galleries, studios, digital arts community events).**

#### **9. Text**

**Manovich, Lev. *The Language of New Media*. Cambridge, Mass: MIT Press, 2001. Print.**

**Primarily, I will use online tutorials and in class lectures. Reading materials will be extracted from several sources.**

**10. Resources (needed / to be provided):**

Digital Media Software in the labs or on your laptop. A laptop capable of running 3D animation software is highly recommended.

Sketchbook, paper, and pencil/pen, or electronic equivalent (your preference) Flash media drive, online storage, or other means to

**BACKUP** your work.

If you lose your work because you have no backup then you could fail the course.

**It is highly recommended that you have your own computer resources to work outside of lab and class.**

Grading for this class will break down as follows:

Participation 40 %  
Mid-term –Seminar presentation 25 %  
Final Screening/Presentation 35 %

**ALL PROJECTS MUST BE APPROVED BY INSTRUCTOR**

**Grading Scale**

94 - 100 %	A	4.0	73-76%	C	2.0
90-93%	A-	3.7	70-72%	C-	1.7
87-89 %	B+	3.3	67-69%	D+	1.3
83-86%	B	3.0	63-66%	D	1.0
80-82%	B-	2.7	60-62%	D-	0.7
77-79%	C+	2.3			

**Week 1.**

Orientation, new project discussion.

**Week 2.**

Pitch projects. Form teams, if applicable.

**Week 3.**

Technical Lecture- Planning and Previsualization  
Student oral presentations.

**Week 4.**

**Technical Lecture-Copyright and licensing issues**

**Production techniques in lab**

**Student oral presentations**

**Week 5.**

**Technical Lecture- invited guest speaker**

**Student oral presentations**

**Week 6.**

**Field Trip to Museum, Screening, Studio, or Special Venue if applicable**

**Week 7.**

**Midterm Project 15 minute Seminar with powerpoint or appropriate media. Short paper draft.**

**Week 8**

**Technical Lecture- Production Techniques**

**Student oral presentations**

**Week 9**

**Technical Lecture- Industry Trends (Invited speaker)**

**Student oral presentations**

**Week 10**

**Production techniques in lab**

**Student oral presentations**

**Week 11**

**Technical Lecture-Post Production/Work Pipeline**

**Student oral presentations**

**Week 12**

**Production techniques in lab**

**Student oral presentations**

**Week 13**

**Technical Lecture- Guest**

**Student oral presentations**

**Week 14**

**Production techniques in lab**

**Student oral presentations**

## **Week 15**

**Field Trip- TBA**

**Final Project 25 minute Seminar, White Paper, Public Screening or Installation as applicable.**

### **Attendance:**

Students should be present for every class of the semester, arriving before class begins and staying until class is dismissed. Students are encouraged to attend every class as participation in critiques or discussion of readings will be assessed in the participation portion of the final grade and could be adversely affected by absenteeism.

Students are allowed 2 unexcused absences. Each additional absence will result in a 10 point reduction to the student's final grade. Absences can be excused with sufficient documentation.

In the case of absence, students are responsible for finding out what work they have missed, or in obtaining notes from a classmate. Extensions on work due are not granted for being absent for the class that they were assigned in or due in. If an absence is unavoidable it is strongly recommended to contact the instructor before the absence and make any arrangements to turn in work early.

Reasonable accommodations can be arranged AHEAD OF TIME through email or meeting for religious, University, research, or limited professional obligations.

### **Tardiness:**

Being late to class or when returning from break will be recorded as a tardy, and can affect a student's grade as it impacts participation. Tardy policy states that any student who is more than ten minutes late will be considered absent for that class. A late student is expected to join the class with a minimum of disruption to the lesson. A student who is late three times will receive an automatic 10 point deduction from their participation grade with additional 5 point deductions for each additional instance of tardiness.

### **Late Work:**

You must turn in your work on the indicated date. A 10 point grade deduction for each day late will be computed in that assignment's final grade. Your work is "on-time" if it is provided when asked for on the day of critique. If you are asked to so, you will be expected to have your work available on a server, portable media, or instructor computer at the beginning of class. Failure to have your work available immediately on the day of critique will result in a grade deduction of up to 10 points. Being absent on the day the project is due does not grant you a free pass. If you are not there it is your responsibility to get your project to me. If you do not turn in your project on the day its due I will not ask you about your project. It is your responsibility to turn it into me.

### **Statement on Academic Dishonesty:**

Plagiarism is the act of taking words, ideas, or artwork and presenting them as your own without due credit. Plagiarism can include the assistance or complicity in another's plagiarism. Plagiarism is extreme academic misconduct, which defeats your objectives in attending this institution. Plagiarism will not be tolerated. Cheating students will fail the class and discovery may lead to immediate expulsion from the college.

Students at Florida Atlantic University are expected to maintain the highest ethical standards. Academic dishonesty is considered a serious breach of these ethical standards, because it interferes with the university mission to provide a high quality education in which no student enjoys an unfair advantage over any other. Academic dishonesty is also destructive of the university community, which is grounded in a system of mutual trust and places high value on personal integrity and individual responsibility. Harsh penalties are associated with academic dishonesty. For more information, see University Regulation 4.001.

An additional note: with the plethora of assets available online it can be tempting to use some freely available resources to complete your assignments. This is acceptable as long as such assets are identified as borrowed and credit is clearly given to the contributing artist. Failure to indicate "borrowed" assets will be considered academic dishonesty and treated as such.

**Saving Work:**

It is strongly suggested that you back up your work in triple redundancy (3x). It is solely your responsibility to save your work. If you lose your work, I will sympathize with your loss but I will be forced to mark you for zero credit on any assignment you fail to submit.

**Changes to the Syllabus:**

Changes to course content are at the discretion of the professor. It is the student's responsibility to stay informed of these changes, every attempt will be made by the professor to inform the class of changes in a timely manner.

**Disability Policy:**

In compliance with the Americans with Disabilities Act (ADA), students who require reasonable accommodations due to a disability to properly execute coursework must register with the Office for Students with Disabilities (OSD) -- in Boca Raton, SU 133 (561-297-3880); in Davie, LA 240 (954-236-1222); in Jupiter, SR 110 (561-799-8010); or at the Treasure Coast, CO 117 (772-873-3441) – and follow all OSD procedures.