

DS226 课程大纲

- 1、2023 春季学期 (2-7 页码)
- 2、2024 春季学期起 (8-13 页码)

课程详述

COURSE SPECIFICATION

以下课程信息可能根据实际授课需要或在课程检讨之后产生变动。如对课程有任何疑问，请联系授课教师。

The course information as follows may be subject to change, either during the session because of unforeseen circumstances, or following review of the course at the end of the session. Queries about the course should be directed to the course instructor.

1.	课程名称 Course Title	循环再生产品设计：体验 Circular Products: Experience
2.	授课院系 Originating Department	创新创意设计学院 School of Design
3.	课程编号 Course Code	DS226
4.	课程学分 Credit Value	3
5.	课程类别 Course Type	专业选修课 Major Elective Course
6.	授课学期 Semester	春季 Spring
7.	授课语言 Teaching Language	英文 English
8.	授课教师、所属学系、联系方式 (如属团队授课，请列明其他授课教师) Instructor(s), Affiliation & Contact (For team teaching, please list all instructors)	Marcel Sagesser Assistant Professor, School of Design marcel_sagesser@brown.edu

9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
11.	授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
	学时数 Credit Hours	32		32		64
12.	先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13.	后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

教学大纲及教学日历 SYLLABUS

15. 教学目标 Course Objectives

在本课程中，学生将学习基于时间的数字媒体分析和制作的基础。本课程在“从摇篮到摇篮”和循环经济的框架下，探讨如何在数字媒体中重复使用和回收现有材料。学生将考虑现实情况，寻找需要产生基于时间的、无形的数字媒体体验的设计机会。除了学习数字媒体编辑的基础知识外，学生还将参与英语课堂讨论，并以个人和小组为单位工作，学习分析已有的数字媒体体验，并完成有挑战性的作业以制造属于他们自己的创意数字媒体体验。

技能：转化构想，重复使用

设备：学生将使用电脑软件学习

课堂外活动：课程中，学生将多次离开教室，进行小型实地考察、声音捕捉以及在户外视频拍摄

In this course, students will learn the foundations of time-based digital media analysis and production. Using the framework

of 'cradle to cradle' and circular economies, this course will ask how reusing and recycling of pre-existing materials might look like in digital media. Students will consider real-world situations for opportunities of design that require the production of time-based, intangible digital media experiences. In addition to receiving the basics of digital media editing, students will engage in English-language classroom discussion, they will work both individually and in groups, they will learn to analyze pre-existing digital media experiences, and they will receive demanding assignments to produce their own creative digital media experiences.

Skills: translational envisioning; reuse

Equipment: we will work in software with computers

Outside of classroom activities: we will leave the classroom several times in this course, for small field trips, for capturing field recordings (sound) and for video shootings in the outdoors

16. 预达学习成果 Learning Outcomes

在本课程结束时，学生将能够：

1. 描述出跨媒体和感官材料的“废弃”、“过时”和“陈腐”，尤其是无形的和基于时间的材料。
2. 展示对基于时间的数字媒体的“循环经济”的理解，包括合成、重复使用、回收、参考、引用和盗用之间的差异。
3. 定义基于时间的数字媒体中的 材料/素材 和 过程/中介 之间的区别。
4. 对在多种无形材料之间协助“转换”概念的技术进行研究并做展示。

At the end of this course, students will be able to:

1. Describe 'waste,' 'obsolete,' and 'decayed' for materials across media and senses, in particular for intangible and time-based materials.
2. Demonstrate understanding of 'circular economies' for time-based digital media, including the differences between synthesizing, reusing, recycling, referencing, citing, and appropriating.
3. Define the difference between material/footage and process/mediation in time-based digital media.
4. Present research of techniques that 'translate' ideas between multiple intangible materials.

17. 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

Week	Content
1	<p>Lecture (4 hours) <i>Topic: Time</i></p> <ul style="list-style-type: none"> - Welcome and course overview - Introduction: time-based digital media - Definitions and conversation: digital media, time, time-based <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small exercise: create time. Arrange given media objects on a timeline in software - Present a 30sec media clip to the class, describe your process, define 'time' by describing your media clip
	<p>Lecture (4 hours) <i>Topic: Experience I</i></p> <ul style="list-style-type: none"> - Introduction: capturing an experience, recording and filming, image and sound - Examples: film, video and sound history, media arts history - Definition and conversation: experience, perception, immersion, senses <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small field trip: capture an experience outdoors on campus in groups of two. Record sound, and record image. Put sound and image together without any further editing; create an experience that has no cuts and no other editing than matching sound and image - Present a 30sec digital media product to the class
2	<p>Lecture (4 hours) <i>Topic: Circular Economies: Material and Process</i></p> <ul style="list-style-type: none"> - Introduction: reuse of existing materials, reprocess - Definitions and conversation: material, footage, process, mediation <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small exercise: collect pre-existing images and sounds. Categorize, archive, and describe your materials. Then, rearrange, recombine, remix and reprocess the materials in software - Present a 30sec clip to the class
	<p>Lecture (4 hours) <i>Topic: Waste</i></p> <ul style="list-style-type: none"> - Introduction: waste, obsolete and decayed materials in time-based digital media - Definitions and conversation: waste, recycling, reuse, referencing, citing, appropriating <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small field trip: collect digital waste. Then, create a digital media experience (with image and sound) that explains and defines what 'waste' means to you. Choose and apply one of these

	<p>concepts to your digital media experience: recycling, reusing, referencing, citing, or appropriating</p> <ul style="list-style-type: none"> - Present a 30sec clip to the class - Interim review
3	<p>Lecture (4 hours) <i>Topic: Synthesis</i></p> <ul style="list-style-type: none"> - Introduction: synthesis as a technique to process materials, in digital image and sound production - Definition and conversation: synthesis <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small exercise: create one sound that changes slowly over time. Then, create one image that changes slowly over time, then put the two coincidentally together. - Present short media clip to the class
	<p>Lecture (4 hours) <i>Topic: Translation I: Sound and Image</i></p> <ul style="list-style-type: none"> - Introduction: translate from old to new. Translate from sound to image. Translate ideas. Translate experiences - Definition and conversation: translation <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Small exercise: create a storyboard for a translation process in sound and image. - Present the storyboard to the class
4	<p>Lecture (4 hours) <i>Topic: Translation II: Space, spatial experience</i></p> <ul style="list-style-type: none"> - Introduction: how do we experience space through digital media? Techniques for creating spaces in sound and image. Reuse, recycle, reprocess and remix spaces in digital media - Definition and conversation: space <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Work on final project: apply everything that you have learned so far in this course and create a spatial experience based on a circular economy of footage. Length: between 5 – 10 min.
	<p>Lecture (4 hours) <i>Topic: Experience II</i></p> <ul style="list-style-type: none"> - Conclusion: how has our understanding of 'experience' changed at the end of this course? - Discussion: experience and circular economies <p>Practice (4 hours)</p> <ul style="list-style-type: none"> - Final presentation - Course feedback

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18. 教材及其它参考资料 **Textbook and Supplementary Readings**

- Blesser, Barry, and Linda-Ruth Salter. 2007. *Spaces Speak, Are You Listening? Experiencing Aural Architecture*. Cambridge, Mass.: MIT Press.
- Eck, Cathy van. 2017. *Between Air and Electricity: Microphones and Loudspeakers as Musical Instruments*. New York: Bloomsbury Academic.
- Hegarty, Paul. 2014. *Rumour and Radiation: Sound in Video Art*. New York, N.Y.: Bloomsbury Academic.

课程评估 **ASSESSMENT**

19. 评估形式 Type Assessment	评估时间 of Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance	64 hours	10		
课程项目 Project	24 hours	40		
期末报告 Final Presentation	32 hours	50		

20. 记分方式 **GRADING SYSTEM**

- A. 十三级等级制 **Letter Grading**
- B. 二级记分制 (通过/不通过) **Pass/Fail Grading**

课程审批 **REVIEW AND APPROVAL**

21. 本课程设置已经过以下责任人/委员会审议通过

This Course has been approved by the following person or committee of authority

Professor Tom Kvan
Dean, School of Design

课程详述

COURSE SPECIFICATION

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5.	课程类别 Course Type	专业选修课 Major Elective Course
6.	授课学期 Semester	春季 Spring
7.	授课语言 Teaching Language	英文 English
8.	授课教师、所属学系、联系方式 (如属团队授课，请列明其他授课教师) Instructor(s), Affiliation & Contact (For team teaching, please list all instructors)	Marcel Sagesser Assistant Professor, School of Design msagesser@sustech.edu.cn

9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
11.	授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
	学时数 Credit Hours	32		32		64
12.	先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13.	后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

教学大纲及教学日历 SYLLABUS

15. 教学目标 Course Objectives

在本课程中，学生将学习基于时间的数字媒体分析和制作的基础。本课程在“从摇篮到摇篮”和循环经济的框架下，探讨如何在数字媒体中重复使用和回收现有材料。学生将考虑现实情况，寻找需要产生基于时间的、无形的数字媒体体验的设计机会。除了学习数字媒体编辑的基础知识外，学生还将参与英语课堂讨论，并以个人和小组为单位工作，学习分析已有的数字媒体体验，并完成有挑战性的作业以制造属于他们自己的创意数字媒体体验。

设备：学生将使用电脑软件学习

In this course, students will learn the foundations of time-based digital media analysis and production. Using the framework of 'cradle to cradle' and circular economies, this course will ask how reusing and recycling of pre-existing materials might look like in digital media. Students will consider real-world situations for opportunities of design that require the production

of time-based, intangible digital media experiences. In addition to receiving the basics of digital media editing, students will engage in English-language classroom discussion, they will work both individually and in groups, they will learn to analyze pre-existing digital media experiences, and they will receive demanding assignments to produce their own creative digital media experiences.

Equipment: we will work in software with computers

本课程有安排实地考察和与外部公司合作的可能性。届时课程内容和活动安排将会调整。 This course will include field trips and collaborations with external companies depending on availability. Lecture and activity schedules are indicative and may be adjusted.

16 预达学习成果 Learning Outcomes

在本课程结束时，学生将能够：

展示数字媒体编辑、合成和处理的高级技能。

展示对循环系统的理解。

严格定义 "中介" 概念。

展示大型数字媒体创意研究项目。

At the end of this course, students will be able to:

5. Demonstrate advanced skill in digital media editing, composing, and processing.
6. Demonstrate understanding of circular systems.
7. Critically define the concepts "mediation."
8. Present a large-scale creative research project in digital media.

17 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

<u>Week</u>	<u>Content</u>
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1	<p><i>Lecture (4 hours)</i></p> <p>Welcome: overview of course content, policies about ethical, academic, and creative expectations</p> <p>Introduction: time-based digital media, timelines, arranging objects in time, creating experiences</p> <p>Definition of key terms</p>
2	<p><i>Lecture (4 hours)</i></p> <p>Circularity: the concepts of “cradle to cradle,” circular material economies, reuse, repurposing</p> <p>Old as New: remix, mashup, collage, cultural appropriation, recombination</p> <p>Introduction: reuse of existing materials, definitions of different concepts within circular material economies; concepts and techniques of digital media processes, including their ethical underpinnings, including exercises</p>
3	<p><i>Lecture and Practice (4 hours)</i></p> <p>Mediation: recording, capturing, storing, processing, playing back materials in digital media</p> <p>The principles and theory of mediation and remediation in digital media / new media. Including practice-exercises.</p>
4	<p><i>Lecture and Practice (4 hours)</i></p> <p>Decay: notions of decaying, old, unused, defunct, or discarded materials. Waste as a resource</p> <p>Theory and exercises, making new from old</p>
5	<p><i>Lecture and Practice (4 hours)</i></p> <p>Material Ecologies & Material Economies: working with digital media</p> <p>Techniques of capturing, sourcing, organizing, classifying, tagging, archiving, and displaying digital materials. Digital archives.</p>
6	<p><i>Lecture and Practice (4 hours)</i></p> <p>Advanced Image Processing</p> <p>Digital media editing and image synthesis techniques, theory and exercises</p> <p>→ Small Assignment #1 is due</p>
7	<p><i>Lecture and Practice (4 hours)</i></p> <p>Advanced Sound Processing</p> <p>Sound in digital media, theory and exercises</p>
8	<p><i>Lecture and Practice (4 hours)</i></p> <p>Experiencing Experience Design: digital media in its spatial context</p> <p>How do we experience space through digital media? How do we create space through digital media? How is digital media in itself spatial? Theories and exercises around the interconnection of physical and virtual/digital space.</p>
9	<p><i>Practice (4 hours)</i></p> <p>Interim Review</p> <p>Presentation and critique of background research and project drafts</p>
10	<p><i>Lecture and Practice (4 hours)</i></p> <p>Design process: responding to critique</p> <p>After the critique is before the critique: learning to respond to critique; rethinking the projects; project work, software and tech tutorials as needed by projects</p>
11	<p><i>Lecture and Practice (4 hours)</i></p> <p>Advanced Theory: circular systems as reference systems</p> <p>The ethics behind circular material economies, understanding the differences between concepts such as</p>

	recycling, reusing, referencing, recombining, repurposing, appropriating, etc. → Small Assignment #2 is due
12	<i>Lecture and Practice (4 hours)</i> Project Work Project work, and individual tutorials, on final projects, software demonstrations according to project needs
13	<i>Practice (4 hours)</i> Final Review Presentation and critique of final projects and project reports
14	<i>Lecture and Practice (4 hours)</i> Writing on Digital Media: project description workshop Project work, internal feedback, and learning to write and present an experience design project publicly through writing
15	<i>Lecture and Practice (4 hours)</i> Project Work Project work toward the final report, internal feedback, individual tutorials, software demos and lecture according to project needs
16	<i>Lecture and Practice (4 hours)</i> Project Work Project work toward the final report, internal feedback, individual tutorials, software demos and lecture according to project needs → submission of final report

18 教材及其它参考资料 Textbook and Supplementary Readings

<p>Core Readings</p> <p>n/a</p> <p>Additional Readings</p> <ul style="list-style-type: none"> • Jan Roberts-Breslin, Making Media: Foundations of Sound and Image, ISBN 978-0367638306, Focal Press, 5th edition, 2022 • Jay David Bolter and Richard Grusin, Remediation. Understanding New Media, ISBN 9780262522793, MIT Press, 2000
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课程评估 ASSESSMENT

1 评估形式 9. Type of Assessment	评估时间 Time	占考试总成绩百分比 % of final score	违纪处罚 Penalty	备注 Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课 程 项 目 Projects				
平时作业 Assignments		70%		
期中考试 Mid-Term Test				
期末考试 Final Exam		20%		
期末报告 Final Presentation				
其它 (可根据需要 改写以上评估方 式) Others (The above may be modified as necessary)				

20. 记分方式 GRADING SYSTEM

- A. 十三级等级制 Letter Grading
 B. 二级记分制 (通过/不通过) Pass/Fail Grading

课程审批 REVIEW AND APPROVAL

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