Required elements for DMS TA syllabi

Basic Digital Arts

While each graduate student teaching a course has the liberty of putting together a personal flavor for his/her course, we require the inclusion of certain topics and skills that are important for undergrads as they pass through the program.

Here is a list of topics you must include in your course materials

1. Short overview of information:
   - meaning versus signal/number; a bit, a byte, a megabyte, a character, an integer; digital versus analogue data

2. Short overview of image fundamentals:
   - bit resolution, raster and vector graphics, color generation/display on computer screens, collage and montage

3. Variations of authorship
   - invention vs. appropriation

4. Variations of digital making:
   - emergence, computational control, software aesthetics (consumer and artistic)

Here is a list of specific introductory level skills your course should create/improve

1. Image composition
2. Basic web skills
   - publish work online
3. Basic scripting
   - Java script or any other scripting language
4. Basic audio recording and processing

In terms of method, teaching these topics and skills should occur through assignments that combine concepts with techniques as well as critique sessions where students describe and defend their work. DMS wants to see, even in the introductory classes, historical context and an attempt to connect to the language and culture of media making and critique.

DMS has the following programs and software packages that you should include in your course.

1. Photoshop
2. Aftereffects
3. Audacity and Max/MSP
4. Illustrator

You can add to this list as required and are responsible for ensuring the program is available in the classroom you teach in. Contact Carl Lee for details.

Finally, we ask that you help us in giving the undergrads exposure to prior art in the field your course covers. For this course we ask that you make use of the dms digital arts undergrad knowledge base (will be available from the dms home page).