

DEREE COLLEGE SYLLABUS FOR: AR 3019 VIDEO ART

(Updated Fall 2022)

LEVEL 5
UK CREDITS: 15
US CREDITS:3/1/3

PREREQUISITES:

None

CATALOG DESCRIPTION:

Exploration of the potential of the video medium as an art form. Critical analysis of dominant film and video languages. Experimentation with alternative strategies for structuring content in time. Students will complete a series of short video projects.

RATIONALE:

In a world saturated by media images and image recording technologies, it becomes critical to understand both how these images are made and the social implications of their presence. This class will challenge students to become aware of the camera in their lives and to own its potential by learning how to use it for their own creative communications.

LEARNING OUTCOMES:

- As a result of taking this course, the students should be able to:
1. Examine the impact that the video camera and moving images have on our evolving conception of self.
 2. Apply techniques for shooting video.
 3. Experiment with techniques for editing video and structuring images in time.
 4. Interpret the work of noted artists who have used video.
 5. Formulate a language for the critical examination of video imagery.

METHOD OF TEACHING AND LEARNING:

- In congruence with the teaching and learning strategy of the college, the following tools are used:
- Classes consist of lectures, demonstrations, and problem solving sessions, class critiques and discussions.
 - Studios: students are encouraged to use studio facilities for the completion and installation of their works.
 - Media labs: students use media labs for the completion of projects and portfolios
 - Gallery and Museum visits
 - Office hours: students are encouraged to make full use of the office hours of their instructor, where they can ask questions and go over lecture and reading material.
 - Online platform (I e. Blackboard, MS Teams), where instructors post lecture notes, assignment instructions, timely announcements, as well as additional resources.

ASSESSMENT:

Summative:

First assessment Submission of projects and presentation	40%
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	<table border="1" data-bbox="706 210 1534 336"> <tr> <td data-bbox="706 210 1331 336">Final assessment Submission and presentation of final project. Submission of portfolio*</td> <td data-bbox="1331 210 1534 336" style="text-align: center;">60%</td> </tr> </table> <p data-bbox="706 367 836 399">Formative:</p> <table border="1" data-bbox="706 399 1494 430"> <tr> <td data-bbox="706 399 1307 430">In-class "diagnostic" exercise</td> <td data-bbox="1307 399 1494 430" style="text-align: center;">0</td> </tr> </table> <p data-bbox="706 462 1445 493">The formative project aims to prepare students for the projects.</p> <p data-bbox="706 525 1331 588">The first assessment tests Learning Outcomes 1,2,3 The final assessment tests Learning Outcomes 3,4,5</p> <p data-bbox="706 640 1510 672">*The submission of portfolio is a mandatory condition to pass the class.</p> <p data-bbox="706 693 1453 724">Students are required to resit failed assessments in this module.</p>	Final assessment Submission and presentation of final project. Submission of portfolio*	60%	In-class "diagnostic" exercise	0
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<p data-bbox="235 777 527 808">INDICATIVE READING:</p>	<p data-bbox="706 777 982 808">REQUIRED READING:</p> <p data-bbox="706 840 1307 871">Selected essays from: (on reserve at the library)</p> <p data-bbox="730 871 1559 966">Eisenstein, Sergei. <i>Film Form: Essays in Film Theory</i>. Harcourt, 1969. Viola, Bill. <i>Reasons for Knocking at an Empty House: Writings 1973-1994</i>. The MIT Press, 1995.</p> <p data-bbox="706 966 1112 997">Excerpts from: (available online)</p> <p data-bbox="730 997 1453 1060">Benjamin, Walter. <i>Art in the Age of Mechanical Reproduction</i>. Penguin Books Ltd, 2008.</p> <p data-bbox="730 1060 1559 1123">Foucault, Michel. "The Panopticon." <i>Discipline and Punish: the birth of Prison</i>, Vintage Books, 1977.</p> <p data-bbox="730 1123 1485 1186">Mulvey, Laura. <i>Visual Pleasure and Narrative Cinema</i>. Palgrave Macmillan, 1975.</p> <p data-bbox="730 1186 1542 1249">Westgeest, Helen. <i>Video Art Theory, A Comparative Approach</i>. John Wiley & Sons, Inc, 2016.</p> <p data-bbox="706 1270 1055 1302">RECOMMENDED READING:</p> <p data-bbox="730 1302 1437 1365">Phillips, Glenn. <i>California Video: Artists and Histories</i>. Getty Publications, 2008.</p>				
<p data-bbox="235 1396 544 1428">INDICATIVE MATERIAL:</p> <p data-bbox="235 1428 641 1459"><i>(e.g. audiovisual, digital material, etc.)</i></p>	<p data-bbox="706 1396 998 1428">REQUIRED MATERIAL:</p> <p data-bbox="706 1491 1485 1554">A device capable of video image capture and transfer to computer (digital camera, digital video camera, or mobile phone*)</p> <p data-bbox="706 1585 1534 1648">*in the event that a student does not own such a device, a camera can be borrowed from the College</p> <p data-bbox="706 1690 1518 1753">For online classes, students must have a computer with an operating system, RAM and storage space capable of supporting Premiere Pro</p>				

COMMUNICATION REQUIREMENTS:	Ability to use appropriate technical language when speaking or writing about video art. Written work must be word-processed.
SOFTWARE REQUIREMENTS:	Adobe Premiere
WWW RESOURCES:	www.adobe.com http://www.elementsofcinema.com/cinematography/camera-movement/ https://www-surveillance-studies.net/?page_id=119 https://plato.stanford.edu/entries/feminism-psychoanalysis/ <p>The College will provide access to online Premiere Pro tutorials</p>
INDICATIVE CONTENT:	<ol style="list-style-type: none"> 1. Intimate records - in the crossfire between camera and playback <ol style="list-style-type: none"> 1.1 Big pictures and the collective imagination 1.2 Medium specific (in the digital age)? Animated pictures, scan, and broadcast 2. Constructing meaning: perceptual time, (non) narrative time <ol style="list-style-type: none"> 2.2 Introduction to editing- the timeline, the canvas, and basic editing tools 3. The performance of the camera: video society <ol style="list-style-type: none"> 3.1 Surveillance and seduction 3.2 Editing lab- image and sound manipulations 4. Technical manipulations: fabricating truth <ol style="list-style-type: none"> 4.1 "Objectivity", mass-media, and alternative strategies 5. Video installation <ol style="list-style-type: none"> 5.1 Immersion vs. Critical Distance / Embodied and Disembodied 5.2 Planning the installation, documentation