

SPRING 2011 COLLAB/APPLIED RESEARCH + BETA
updated: 10/28/10

COLLABS/APPLIED RESEARCH

Collaboration/Applied Research Studios are a unique type of studio course within the CDT curriculum, pairing teams of students with industry partners to undertake real-world projects. Many of the collaboration studios are dedicated to applied design research areas at The New School with cross-disciplinary teams formed from the various design disciplines at Parsons.

3 CR

Collab: Red Cross
PUDD 4550B CRN 5298
Friday 1500-1740
Mathan Ratinam

This is a course for those interested in the social responsibility and agency of design, designers and design thinking. We will be partnering with the Red Cross, the worlds largest humanitarian with a membership of 100 million people internationally. In New York alone the American Red Cross (ARC) have a volunteer base of 8,000+ people and attend to an average of 8-10 emergencies per day – Brooklyn has the most fires in the US, second is Detroit. Children make up a large proportion of the people they serve yet the ARC recognizes that they need to develop new ways of connecting with young children and teenagers so that they can be better prepared in the event of a disaster. In the Collab Studio we will be exploring and designing digital and non-digital games, activities and drills, animations and films, mobile and online interactive works, and contemporary design-based curricula for elementary, middle and high schools. The work generated will be presented to the executive branches of the American Red Cross in Washington and New York with the intention of it being adopted and put into practice.

Collab: Urban App Incubator
PUDD 4550E CRN 5300
F 0900-1140
Dave Carroll and Mike Edwards

The Urban App Incubator is a semester long mobile application design competition offered by the Center for Mobile Creativity at the School of Art, Media and Technology at Parsons and sponsored by Nokia Research Center, Palo Alto [and other confirmed partners]. By enrolling in the course, you agree to enter into the competition and form a small team within the class and develop a mobile app that exploits New York City municipal data sources, APIs or other aspects of the Bloomberg administration's "open city API" initiative. Inspired by the Big Apps NYC contest and Startl incubator, teams will prototype and launch actual working services into the mobile app marketplace. The entries will be judged by a panel of industry and institutional experts and the winning team will receive bootstrap funding and further in-kind mentorship by the external partners. The course is ideal for the entrepreneurial interested in mobile and data-driven startups. The course is platform agnostic (i.e., teams can use any platform to build their ideas), the only requirement is the integration of city data towards an innovative and scalable service.

Primary software used: AutoDesk Motion Builder, Vicon IQ

Collab: Color as Language

PUDD 4550F CRN 5301

Tuesday 1500-1740

Thomas Bosket and Julia Vallera

Color as Language is a course designed to thoroughly analyze the psychological, physiological and sociological impact of color in our every day lives. Students will take this information and redefine it on their own terms- creating a “visual language” of symbols. These symbols will be used to interact and communicate with the general public through installations within/on Color Wheelz and used to create a zine, which will be used to document the experience (available in print and online). Students are introduced to historic and current literature related to color by authors such as Marcel Proust, Michael Taussig, Berlin, B. and Kay P., Alan Gilchrist, David Batchelor and Goethe. They research what color means culturally, anthropologically, aesthetically and subconsciously (through dream and trance). In addition students will learn the process of designing, implementing and production of a public installation.

Collab: Motion Capture

PUDD 4550G CRN 5302

Wednesday 1800-2040

Corey Alderman and Alan Michaels

The Motion Capture Collaboration Studio will teach the concept, practice, and application of motion captured Animation. Students will learn motion capture technology and where it can best be applied. This class will also bring students into an intermediate level in two motion capture software programs: Autodesk Motion Builder, and Vicon IQ. Students will capture motion data on the Curious Pictures, NY stage and apply it to 3D characters in Motion Builder. The aim of the studio is to create a finished game animation (Unreal engine) and/or a collaborative final animated narrative project that may include one or more characters. Students will learn to work collaboratively and produce a professionally finished project.

3 CR Prerequisite: CG Modeling 1 (minimum), a good understanding of the Maya interface.

Open to: Non-majors with permission.

Primary software used: AutoDesk Motion Builder, Vicon IQ

Collab: Submedia Physical Animation

PUDD 4550H CRN 5304

Tuesday 1200-1440

Anezka Sebek

Students will develop short animations for the Submedia “physical animation” zoetrope system for potential exhibition with the MTA Arts for Transit program. The Submedia system is a patented method of showing animations when the viewer moves through space (e.g., subway through tunnel, animation through windows; pedestrian moving across walkway, animation through in installation). The course has three components: 1. To learn basic physical animation theory and practice, including building classical and 21st century zoetropes, understanding basic principles of animation, and how to create animations for use in such devices 2. To create animations to be shown in public art locations (Bryant Park, Penn Station, and, if possible, Parsons), understanding

constraints of the medium, public art, working with public art institutions 3. To learn modern theory and practice of creativity and creativity templates, based on the theory and practice of Jacob Goldenberg, and others.

Collab: Visual Music Studio

PUDD 4550J CRN 5307

Wednesdays 1500-1740

Ernesto Klar and Nora Krug

The Visual Music Studio provides students from the Illustration and Communication Design and Technology programs at Parsons The New School for Design the opportunity to work together with a variety of analog and digital technologies to create animations to musical compositions and sound art pieces from contributing composers and instrumentalists from the New School for Jazz and Contemporary Music. In this collaboration studio, students produce one Visual Music public presentation that will showcase all audio-visual works and custom tools developed throughout the semester, and a DVD featuring the Visual Music works produced in the studio. A chamber music ensemble of student instrumentalists from the New School for Jazz and Contemporary Music will work closely with the Visual Music Studio to rehearse, perform, and record the musical compositions developed throughout the semester.

Collab: Soft Circuits

PUDD 4550L CRN 6165

Monday 1800-2040

Paola Guimerans and Cecilia Elguero

The goal of the class is to explore the integration of new materials and electronics into paper and textile based interfaces. The class will expose students to a series of tools and methodologies utilized to handcraft a suite of sensors and paper-textile based circuits. Students will also experiment with electronic activated inks such as electroluminescent and thermochromic inks to generate displays that are both decorative and functional. The class will emphasize craftsmanship, usability, aesthetic value, and provide basic physical computing insight through material exploration. For the final project, students are invited to collaborate to create a group project or participate in the fabrication of interactive table center-pieces for the Parsons 2011 Fashion Benefit.

Applied Research: Translife/China

PUDD 4570A CRN 6899

F 1200-1440

Brinkmann-Zhang Ga and Sven Travis

This studio is a research and production component of the forthcoming international media art triennial organized by the National Art Museum of China, in which Parsons participates as a partner institution. Titled "TransLife" and slated to open in July 2011 in Beijing, this edition of the triennial explores symbiotic life forms as an antithesis to an anthropocentric modernity that warrants instrumental reason in perpetuating the dichotomy of subject and object, culture and nature; it sets out to examine artistic endeavors and interventions challenging the reified common denominators by venturing into unfamiliar zones of the sensorium, by treading upon the perilous waters of wetware,

and by tapping into inventive ecological solutions.

Students with a strong interest in first hand encounters with cutting edge global media art production and with demonstrated skill sets in the areas of web / print design, server / client technology, and physical computing are encouraged to apply. The studio also acts as a taskforce for research and implementation of several demanding projects in cooperation with other international institutions. Participating students will have the opportunity to travel to Beijing to help installation of the exhibition in July 2011. Enrollment is contingent upon faculty approval.

Applied Research: Streaming Cultures

PUDD 4570B CRN 6900

Tuesday 1800-2040

Anezka Sebek

Streaming Culture is the research lab that investigates the process of streaming video and its implications in a university setting. The lab seeks to record and sometimes stream in real time, lectures, shows, symposia and conversations that highlight research streams of faculty of The New School. The recorded material will be made available for asynchronous viewing via the web to support curriculum and facilitate better dissemination of the wide variety of subjects and the current discourse on campus. The studio will emphasize students collaborating and functioning as a team. Production teams will be required to dedicate time outside of class each week on recording and streaming lectures in addition to other tasks such as interface and database design for server programming, archiving, editing and disseminating the recorded lectures. **SKILLS:** videography (camera, sound, lighting), editing (digitizing, uploading), web front and back-end, PHP and Flash Server. If you don't have these skills, we will train you.

Applied Research: Urbanbike

PUDD 4570C CRN 6901

T 1200-1440

Jane Pirone

We will consider the bicycle as an interface to the city, a system of transportation, and a method to support sustainable urban lifestyles. We will begin the semester observing, surveying and researching urban cycling culture using ethnographic, documentary, and urban research techniques within NYC, but also in other US, European and Asian cities. Throughout this process and investigation, students will explore the possibilities and opportunities for innovative design projects ranging from cargo & commuting frame design using traditional and alternative materials (steel & bamboo, electric), mobile/social media, urban sensing, infrastructure, and apparel and accessories addressing safety, security and improving comfort and accessibility. The bicycle will also be used as a platform to explore grassroots community activism using the creation of narrative as a means of capturing the social and political dimensions of the urban cycling experience.

There will be guests throughout the semester from industry, as well as non-profit & community based organizations. Students will also have the opportunity to submit their work to the Bicycle Film Festival, participate in an UrbanBike exhibition, and engage with other external projects.

This course is open to ANY parsons student from any discipline... seriously. All backgrounds and skills welcome - just come with an enthusiasm for all things bicycling!

Applied Research: NYC Subway (REMOVED FROM COLLAB)

PUDD 4570D CRN 7458

M 1200-1440

Julia Wargaski and Paul Shaw

The course is an inquiry into map and information design using the New York City subway map as its basis. For over forty years the design of the subway map has been a contentious issue as partisans have fought over whether it should be diagrammatic or geographic, aesthetically pleasing and/or functional, limited to the subway itself or incorporating all urban and regional modes of transportation, etc. This rigorous course will allow students to approach the subject afresh without preconceptions, including information design investigations through print as well as the possibility for portions of certain student information design solutions to be considered for an interactive digital map(s) prototype. Guest lecturers will be brought in to talk about their experiences in designing past subway maps. This Collab studio course will provide students with the chance to blend experimental information design, research, field study, and lectures.

Permission Required.

CURRENTS/BETA

These courses are special electives, open to all MFA students and BFA juniors + seniors with AMT.

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Currents: GIS and The City

PUDD 4600A CRN 5285

Thursday 0900-1140

Stephen Metts

This introductory course in Geographic Information Systems (GIS) explores the relationship of mapping technologies to architectural practice, information design and urban studies with a focus on New York City as a site of spatial investigation. The course covers the history, theory and technologies of GIS while offering students a foundation in GIS software for the architectural and design professions. While instruction in GIS software will be the practical focus of the course, further attention will be given to various spatial technologies- location-aware devices, GPS and online, open source mapping that are critical to digital communication across disciplines. The course is organized as a practicum in which students build towards a final GIS project incorporating unique and alternative GIS datasets that reveal the spatial dynamics of New York City. No prior experience is needed, open to all majors.

Currents: 8bit Game Production

PUDD 4600 B CRN 5287

Kan Yang Li

Thursday 1200-1440

8bit Game Production walks students through NES video game production from concept brainstorming to the actual making of the game cartridge. Besides following the traditional game production schedule, the course consists of numerous workshops on game production techniques, game design, hacking, pixel art, 8-bit music composition, etc. Students are responsible for creating the entire content of the game with the help of visiting 8-bit artists, musicians, hackers, and programmers.

Currents: Art Direction for Games

PUDD 4600 E CRN 5290

Friday 1500-1740

Vincent LaCava

The game design process is highly collaborative, drawing equally on the talents of visual, game and technical designers. This course will explore all aspects of visual design in games with a special focus on the role of the Art Director. What is the key to designing a successful game brand or visual interface -- one that integrates essential design elements with important interactive features, that's not only attractive but offers real value to players, encompassed in a presentation that is supremely easy to use? Students will gain experience using a flexible process to find the best possible solution for each of these design challenges!

INDEPENDENT STUDIES

Independent Study: Solar D

PGTE 5900J CRN 6255

Faculty TBA

This studio will continue the multi-year research initiative with Stevens Institute of Technology to explore the use of solar technology to create sustainable, replicable, and cost-effective housing solutions. The focus of the course will be on developing the house's INFORMATION INTERFACE. The interface has the potential to be re-imagined to seamlessly engage the building and its inhabitants. Unexpected solutions are encouraged. Students will explore, design and create technical innovations relating to physical computing, smart systems and wearable technology. The first part of semester will involve concept development. We will then work closely with students from lighting design, and Stevens Institute of Technology to develop concept to a prototypes that will be incorporated into ongoing building prototypes.

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