

FD2220 Time-based Media

Credits: 3

This sophomore-level studio course introduces students to key concepts and practices of time-based works. Through a variety of projects, students explore the elements of moving image through serial, sequential, and narrative ordering of objects and images. Additionally, students will examine the relationships between sound and image, historic contexts, and approaches and advancements within the field of time-based works. Upon successful completion of the course, students will have a greater understanding of visual language pertaining to both the creation and analysis of time-based works.

Prerequisites: FD 1020 - 2D Design: Elements + Principles, FD 1600 - Studio Seminar: Methods of Inquiry

Course Learning Outcomes	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Understand and apply tools, concepts, and methods relating to time-based media by manipulating, assembling and integrating processes to create original works at an introductory level.	Projects consistently demonstrate a strong understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media.	Projects often demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media.	Projects demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media.	Projects rarely demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media.	FD3	Design Competence
Understand and apply strategies of movement, design elements, and time-based concepts within finished projects.	Projects consistently demonstrate strong comprehension and utilization of movement strategies, design elements, and time-based concepts.	Projects often demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts.	Projects sometimes demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts.	Projects rarely demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts.	FD3	Design Competence
Apply an introductory understanding of narrative communication in sequential and moving images.	Projects consistently demonstrate a comprehension of narrative communication strategies.	Projects often demonstrate a comprehension of narrative communication strategies.	Projects sometimes demonstrate a comprehension of narrative communication strategies.	Projects rarely demonstrate a comprehension of narrative communication strategies.	FD3	Design Competence
Analyze historic time-based media works and texts that inform creative problem solving, critical thinking, and connections to culture through research and project application.	Self-reflection, project ideation, and in-class discussion consistently demonstrate a strong historical basis for problem solving and dialog.	Self-reflection, project ideation, and in-class discussion often demonstrate an historical basis for problem solving and dialog.	Self-reflection, project ideation, and in-class discussion sometimes demonstrate an historical basis for problem solving and dialog.	Self-reflection, project ideation, and in-class discussion rarely demonstrate an historical basis for problem solving and dialog.	FD1 FD2 FD5	Communication Competence Cultural Competence Critical Thinking