

ICAM 120

Virtual/Immersive Environments: From Cave to Cave

9:30am to 12:20 pm (Thursday)

Room: VAF 228

Professor Ricardo Dominguez

E-mail: rrdominguez@ucsd.edu

Office hours: Mondays at 1:00 pm (CALIT2/QI/Atkinson Hall Room 2165 – 2nd Fl.)

Class Description:

The class will investigate the deep history of virtual/immersive environments from the paleoart of the Lascaux Cave to the histories of immersive theater, art, film, net art, video games, and current virtual/immersive CAVE environments. The class will develop 2 projects: 1) an individual conceptual game or platform intervention; 2) for the final project each student will work in groups of 5's to develop and produce a large scale CAVE project at CALIT2/QI. The students will be working under the guidance of artist Trish Stone and professor Ricardo Dominguez.

Assessment is based on:

20% = Class Participation

Discussing the readings and other materials during class.

20% = Conceptual Intervention (Due November 20th)

Conceptual game or platform intervention: a) aesthetic risk, b) to what degree does the intervention respond to the basic protocols of the game or platform, and c) quality of the disturbance or re-framing of the game or platform beyond its protocols or narratives. This conceptual game or platform intervention can be a 5 page paper, a story-board for an intervention, a video, an imaginary patch/or app for a specific game or platform-if you have another idea outside of these, let me know, and I will consider it.

10% = Diary/Blog

Process Diary about readings and conceptual development notes for your projects. The URL or .doc/PDF's will be due during mid-terms and during finals week.

20%= Collaborating with your team and producing an agreed upon CAVE project.

Assessment will be made on how well each student navigates individual desires, personal methods, unique style, and development process on a collective project that reflects an

agreed upon frame, style, process and over all content. Each team member will be asked to evaluate other team members: great, pretty good, good, or could be better. These evaluations will be sent to Professor Dominguez via e-mail: rrdominguez@ucsd.edu and will not be shared with any other students.

30%= CAVE Project

The project will be evaluated by its aesthetic risk, its use of the qualities of the platform, and to what degree it reflects the nature or speaks to the nature of the virtual/immersive sensibility of the CAVE platform.

CLASS 1 – Oct. 2nd – CALIT/QI (Atkinson Hall) at 930am to 10: 30 with artist Trish Stone.

The class will meet with artist Trish Stone who will tour the students through the CAVE Lab, 4K cinema, and MPR space.

Watch: “The People Who Invented Art”

<http://www.youtube.com/watch?v=LvhDb4phhzY>

Class Reading

“But the Image Wants Danger” by Barnaby Dicker and Nick Lee

<http://www.thing.net/~rdom/ucsd/cave/>

You are dismissed after the tour.

Please be prepared to discuss reading and documentary during CLASS 2 as well as the assigned reading and materials of Oct. 9 class as well.

CLASS 2 – Oct. 9th – Environmental Theater: Shared Space, Shared Time, and Shared Agency

Watch: “Dionysus in 69” by Richard Schechner and film by Brain De Palma

http://ubu.com/film/depalma_dionysus.html

Class Reading

Navigating Shared Space by Emeline Wong Finckel

<http://www.thing.net/~rdom/ucsd/cave/>

CLASS 3 - October 16th – Touching the Interface: The Telematic and The Virtual

Watch: “The Mother of All Demos” (presented by Douglas Engelbart-1968)

<http://www.youtube.com/watch?v=yJDv-zdhzMY>

Class Reading: “Touching the Interface – Interfacing Touch” by Kris Paulsen

<http://www.thing.net/~rdom/ucsd/cave/>

CLASS 4 - October 23rd – Keyboarding the Virtual: Desktop Theater

START THINKING ABOUT YOUR CONCEPTUAL INTERVENTION

Watch: Desktop Theater's Production of Samuel Beckett's *Waiting for Godot*

http://ajenik.faculty.asu.edu/desktoptheater/desktoptheater_content/archive/plays/Godot/files/gd_qt_01.htm

Class Reading: “Desktop Theater: Keyboard Catharsis and the Masking of Roundheads” by Adriene Jenik

<http://www.thing.net/~rdom/ucsd/cave/>

CLASS 5 - October 30 – Gaming the Game: The Actual Intervenes in the Virtual, or Vice-a-Versa

Watch: “Velvet Strike by Anne-Marie Schleiner

<https://www.youtube.com/watch?v=yAhG0PJBQAA>

Class Reading: “About Velvet Strike” by Anne-Marie Schleiner

<http://www.Opensorcery.net/velvet-strike/about.html>

Watch: “Dead-in-Iraq” by Joseph Delappe

<http://www.delappe.net/project/dead-in-iraq/>

Watch: “Shot an Iraqi” by Waffaa Bilal

<https://www.youtube.com/watch?v=DcyquvDEe0o#t=105>

Class Reading: “The Index and the Interface” by Kris Paulsen

<http://www.thing.net/~rdom/ucsd/cave/>

CLASS 6 – November 6th – Becoming Virtual, Becoming Real, Becoming Transreal.

Artist Angela Washko will give a presentation.

Watch: “Becoming Dragon” by Micha Cardenas

<http://www.youtube.com/watch?v=pHEDym1aOZs>

Go to: [Gender Sensitivity and World of Warcraft](http://wowongender.tumblr.com/) by Angela Washko

<http://wowongender.tumblr.com/>

Watch: http://angelawashko.com/artwork/3386990_Playing_A_Girl.html

Class Reading: “Becoming Dragon: a mixed reality, durational performance in second life”

<http://www.thing.net/~rdom/ucsd/cave/>

(YOUR CONCEPTUAL INTERVENTION DUE NOV. 20th)

CLASS 7 - November 13th – **NO CLASS**

MEET WITH YOUR TEAM IN PERSON OR ON-LINE and START TO CONSIDER YOUR CAVE PROJECT DURING THIS CLASS TIME.

CLASS 8 - November 20th – CAVE WORKSHOP STARTS with artist Trish Stone

(YOUR CONCEPTUAL INTERVENTION DUE – E-mail to Professor Dominguez)

CLASS 9 - November 27th – THANKSGIVING – NO CLASS.

CLASS 10 – December 4th - CAVE WORKSHOP CONTINUE

CLASS 11 - December 11th – CAVE WORKSHOP CONTINUES

CLASS 12 - December 18th – FINAL CAVE WORKSHOP.

DECEMBER 19th – WE PRESENT THE CAVE PROJECTS WITH OTHER ICAM PROJECTS

