COURSE TITLE
Sci|Art Lab+Studio

COURSE NUMBER
DESMA 6

COURSE UNITS
4 UC credits - Pass/No Pass.

MODE OF DELIVERY
Remote: Online synchronous and offline assignments.

2021 MEETING DAYS & TIMES

US
Sunday 07/25, Student orientation
PDT 5:00 pm to 7:00 pm
MDT 6:00 pm to 8:00 pm
CDT 7:00 pm to 9:00 pm
EDT 8:00 pm to 10:00pm

Monday 07/26 through Friday 08/06, classes
PDT 9:00 am to 5:00 pm
MDT 10:00 am to 6:00 pm
CDT 11:00 am to 7:00 pm
EDT 12:00 pm t0 8:00 pm

(See schedule for detailed daily activities)

Nightly activities (optional) 7:00 pm to 9:00 pm PDT

Saturday and Sunday | 07/31 and 08/01 PDT
Meeting times TBA

ASIA
Monday 07/26 8:00 am to 10:00 am, Student orientation

Tuesday 07/27 through Saturday 08/08 | 9:00 am to 5:00 pm | 7:00 pm to 9:00 pm
See schedule for detailed daily activities

Sunday, Monday | 08/01 and 08/02
Meeting times TBA

COURSE OVERVIEW

The Sci|Art Lab+Studio is a cutting-edge lab and studio course designed specifically to expose High School students of all disciplines to the scientific method and the artistic process as complementary tools for rethinking traditional models of exploration and innovation. By promoting connections between cutting-edge scientific research, popular culture, and contemporary arts the faculty fosters critical and creative thinking, divergent and convergent thought, and encourages peer to peer collaboration.

Sci|Art Lab Studio curriculum promotes the expansion of forms of inquiry to include alternative and embodied methodologies, applications of art-based and scientific research through creative projects, development of ecological literacy, and the development of technological and haptic skills, while fostering collaboration and communication.

In the first week of the course students will be immersed in the world of SciArt via lectures, workshops and practical activities.

Facilitated by the Sci|Art instructors, in the second week of the course, students engage with the content by conceptually and technically proposing and developing a final project within chosen areas of focus.

LEARNING OBJECTIVES | COURSE GOALS

G1. Expose students to the works of scientists and artists that explore new forms of creative expression, communication, and collaboration within this multidisciplinary field.
G2. Highlight historical perspectives and modern trends at the interface of art, science and technology.
G3. Introduce students to current scientific and artistic research
G4. Promote the exploration of creative aspects of scientific research and innovation.
G5. Offer broad understanding of the impact of science on contemporary art and popular culture.
G6. Promote the development of proposals and ideas that could serve as prototypes for either art projects or scientific research study.

STUDENT LEARNING OUTCOMES

Upon successful completion of the course, the student will be able to:
SLO1. Recognize the connections between cutting-edge scientific research, popular culture and contemporary art;
SLO2. Distinguish historical perspectives and modern trends at the interface of art, science and technology;
SLO3. Demonstrate a broad knowledge of the wide spectrum of scientific topics that directly influence culture at large;
SLO4. Differentiate the implications of theory and practice on the application of scientific and artistic concepts;

SLO5. Assess the implications of social, political and ethical contexts that influence scientific and technological innovation and paradigm shifts;
SLO6. Propose an original concept for a collaborative project under the challenge of 'Imagine the Impossible'.

TEACHING METHODS

LECTURES

- A collection of online live and/or recorded daily lectures, delivered by a team of SciArt Instructors that serve to highlight historical perspectives and modern trends at the interface of art, science and technology.
- In addition, a collection of special seminars given by leaders and visionaries in the fields of art and science supplement the course materials.
- These lectures and subsequent discussions serve to stimulate an open discourse between the students and active participants in these fields in a comfortable, low-pressure setting.
- In order to expand discussion, encourage student participation and foster learning, recorded lectures will be available on the course website the day after they are delivered.

LECTURES / WORKSHOPS

- The Sci|Art Lab+Studio team offers a series of hands-on workshops that introduce you to multidisciplinary topics through a short lecture and then a quick exercise.
- Students are required to attend all lectures / workshops.
- Students will choose four topics covered that they will expand on with longer projects that will be further developed for midterm and finals.

SCI-FI FILMS

- An undeniable connection between science, culture, imagination and creativity has undoubtedly manifested through science fiction writing and film.
- To facilitate a conversation regarding the historical impacts of science fiction on both popular culture and ongoing trends in technology, a Sci-Fi Film Series is curated by the Sci|Art Team. Students are also encouraged to suggest movies they would like to share.

ASSESSMENT + GRADING CRITERIA (100 POINTS)

Students need to complete at least 75 points to pass the class.

CLASS ATTENDANCE & PARTICIPATION (Total points possible 26)

Starting on Sunday, 07/25, each day of participation in the institute is worth 2 points.

- Students are required to attend and actively engage in class activities - synchronous and asynchronous. You must be present and listen to all of the lectures, workshops and films that work with your time zone. If too early or

too late, you are required to watch the recorded sessions and blog about the topics covered so you don't fall behind.
● Class is scheduled to allow for students in all time zones to meet three times -- at the beginning of the course, for the midterm and final. Attendance is required for these sessions.

BLOGS (Total points possible: 28)

Each blog is worth 4 points and students are expected to deliver at least seven blogs.

● Keeping with the goal of shifting traditional concepts of classwork and homework to facilitate more dynamic, peer-to-peer learning and discussion, students are required to complete **seven blog assignments** in response to the content introduced in lectures and workshops throughout the course.
● In the written blog assignment students are asked to expand upon the ideas presented in the chosen lectures/workshops, and are expected to think critically about the content and take it further with their own research and connections.
● Students are asked to specifically search for online resources and provide both links and images as part of this assignment.
● Each morning, the *Blogs of the Day* are selected, highlighted and discussed during the lecture.

HANDS-ON PROJECTS (Total points possible: 20)

Students are required to deliver at least four Workshops' project assignments and each is worth up to 5 points.
Final project is worth up to 28 points.

● After participating in required workshops, students should commit to complete at least four of the corresponding projects' assignments.
● Students will develop an original concept for a collaborative final project under the challenge of 'Imagine the Impossible'.
● With the guidance and the knowledge base of the Sci|Art Team individuals or groups of students will create and deliver a multimedia presentation of their final project during the closing ceremony.

INSTRUCTIONAL MATERIALS

Reduce, reuse and recycle are strongly encouraged in this course.
See Workshops' materials

COURSE TECHNOLOGY

Students are required to:
● Have access to a device with internet access.
● Login to the course site http://sciartlabstudio.com/ daily.
● Attend Zoom (US and Europe) / Ding Talk (Asia) meetings (links will be available in the course site under schedule).

COURSE SUPPORT

Sci|Art instructors are available to help you succeed in the course. Don't hesitate to contact them. You can work with your instructor directly on slack, via text or email, and set up meetings with them over zoom. Instructors and our SciArt team are here for you and will be available for you any time.

END OF THE COURSE CHECKLIST

Attended **all** the activities offered during the course (meetings, lectures, workshops, films.
- Completed at least **four** Workshops projects' assignments.
- Posted at least **seven** blogs to the course site.
- Delivered **final project**.