

Introduction to Interactive Media Design  
 Summer Term, July 5<sup>th</sup> - July 16<sup>th</sup>, 2010  
 Tentative Schedule

Course Leader and Professor: Andrew Quinn

1° week

Friday free

day	time	date	professor	h.	lesson-subject
Monday	10:00-11:00	05.07.10	NABA staff	1	Welcome and Orientation
	11:00-13:00		Quinn	2	Introduction to the course Example videos - case studies - user interface - import quicktime image manipulation
	13:00-14:00		break		
	14:00-17:00		Quinn Gazestani	3	Workshop - first 'video synth'
Tuesday	10:00-13:00	06.07.10	Quinn	3	Building a control panel - audio trigger. Image manipulation and compositing
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Workshop - compositing techniques - masking - text
Wednesday	10:00-13:00	07.07.10	Quinn	3	Live video in - Manipulating time - audio analysis
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Sound reactive project
Thursday	10:00-13:00	08.07.10	Quinn	3	importing tracking data for interactivity - triggers - data calibration end export
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Simple interactive installation

2° week

day	time	date	professor	h.	lesson-subject
Monday	10:00-13:00	12.07.10	Quinn Cuy Sam	3	Content creation - project development
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Workshop - project realization
Tuesday	10:00-13:00	13.07.10	Quinn	3	Composite tricks: feedback loops - displacement - advanced audio analysis
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Workshop - project realization
Wednesday	10:00-13:00	14.07.10	Quinn	3	Workshop - project realization
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Workshop - project realization
Thursday	10:00-13:00	15.07.10	Quinn Gazestani	3	Workshop - project realization
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	Workshop - project realization
Friday	10:00-13:00	16.07.10	Quinn Gazestani	3	Workshop - project realization
	13:00-14:00		break		
	14:00-16:00		Quinn Gazestani	2	<b>Final Presentation</b>