Sample Syllabi – Subject to Change

Hands-On Multimedia Design

Instructor Information

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Course Description

This course embraces "bad" designs as much as "good" ones, contemplating the epistemology of design itself. Students will experiment with the fundamentals of design through hands-on, abstract art making, building a tactile vocabulary that informs a large-scale independent project, all the while critiquing each other’s ideas. The course will accommodate students who are beginners as well as those who have experience studying design. Students may find themselves elaborating on an existing skill set, like drawing or fashion, or engaging with a brand new medium, like building a game. This course encourages students with a broad range of aesthetic backgrounds and skills to collaborate, deliberating what exactly constitutes contemporary design along the way.

Daily Course Expectations

- 5 hours of daily work

For more details: https://summer.uchicago.edu/course/

Outcomes and Projects

- Readings, lectures, and discussions about the history of design will inform students about the lineage to which later projects will contribute.

- Building small, physical, abstract sculptures will prepare students for larger projects to come.

- A focus on abstraction will help students uncover an artistic approach to design rather than a merely pragmatic approach.

- Independent larger-scale projects will test students abilities to make ideas into realities.

- A group exhibition will motivate students to work towards something communal and tangible.

- Guest lectures will offer perspectives beyond just that of the professor.

- "Design walks" which the professor can conduct on UChicago’s aesthetically rich campus or deeper into the city of Chicago will show students real-life examples of meaningful designs.
Mandatory Readings


Materials

The interdisciplinary nature of this course encourages students to *discover* their materials rather than to arrive to class with them already. Access to the internet is the only thing that will be mandatory. We will spend the first few classes learning about the broad nature of what constitutes a design within today’s environment. Then, we will explore the platforms to which each student is already accustomed. Familiar platforms may range from 2D arts like drawing and 3D arts like sculpture. A lot of this course will have to do with stretching these familiar forms of media and figuring out unfamiliar ways to use them.