

Applications 2022 @ ITP

GENERAL INFO

INSTRUCTOR

Sarah Rothberg (she or they pronouns)
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RESIDENTS

Ami Mehta (she/her)
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Todd Whitney
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MEETING TIME / PLACE

Wednesdays, 6:00-8:30
Room 202

COURSE WEBSITE AND KEY DOCUMENTS

[Applications Website](#)
[Apps Mapp: NYC Experience Map](#)
[Welcome to Applications: Day 1 Slides](#)
[Anonymous Feedback Form](#)
[Groups + Assignment Due Dates](#)
[Group Agreement](#)
[Media Commons \(Booking + Info\)](#)

OFFICE HOURS

[Sarah's Office Hours Calendar Appointments link](#)
[Ami's Office Hours Calendar Appointments Link](#)
[Todd's Office Hours Calendar Appointments Link](#)

WHAT IS THIS CLASS?

This introductory class is designed to allow students to engage in a critical dialogue with leaders drawn from the artistic, non-profit and commercial sectors of the new media field, and to learn the value of collaborative projects by undertaking group presentations in response to issues raised by the guest speakers. Interactive media projects and approaches to the design of new media applications are presented weekly; students are thus exposed to both commercial as well as mission-driven applications by the actual designers and creators of these innovative and experimental projects. By way of this process, all first year students, for the first and only time in their ITP experience, are together in one room at one time, and as a community, encounter, and respond to, the challenges posed by the invited guests. The course at once provides an overview of current developments in this emerging field, and asks students to consider many questions about the state of the art. For example, with the new technologies and applications making their way into almost every phase of the economy and rooting themselves in our day to day lives, what can we learn from both the failures and successes? What are the impacts on our society? What is ubiquitous computing, embedded computing, physical computing? How is cyberspace merging with physical space?

WHY ARE WE HERE?

1. To see how the many things you might learn at ITP might be applied in the world (across many different fields), and to develop your own nuanced point of view on those applications
2. Think through the lens of designing engaging experiences
3. To build a shared language with your cohorts - about ITP, about your interests, about emerging technologies and ideas
4. To practice to collaboration in a way that emphasizes generosity, curiosity and communication

WHAT HAPPENS IN CLASS?

- A short free-write / chat with your neighbor to start class - **get a notebook!**
- Groups facilitate an experiences for the class, in response to the prior week's guest
- Distribute invitations, made by you, to experiences in NYC
- Break!
- Hear from Guest Speaker
- Small group discussions documented on shared slides
- Short Q&A/ Final discussion with Guest

WHAT ARE THE ASSIGNMENTS?

- Come to class to hear from each other and hear from guests
- [Group Response Experience](#): a creative group response to the speaker from the week before, in the form of an experience designed for the whole class
- [Group Response Experience Response Post \(!\)](#) : a post on the class website to respond to what happened in class
- [NYC Experience](#): create an invitation to an NYC experience for a random individual in the class
- [NYC Experience Review](#): do the experience you were invited to, review it, and add it to the class map

DETAILED ASSIGNMENT DESCRIPTIONS

GROUP RESPONSE EXPERIENCE

- Each week, two groups will create an experience in response to something (anything!) related to the guest's presentation.
- You can draw inspiration from any part of the guest speaker's talk. That is for you and your group to co-determine.
- With your group - design an experience for the entire class, in response to **some** aspect of the talk from the week prior! You have 15 minutes - including your teardown.
- You may use this classroom from 12-1:45 the day of your presentation to test your setup - but you shouldn't leave anything in here!
- We can also test out using the Media Commons Ballroom area.
- This is a gift to your classmates! Make each other want to be here.

TIPS:

- **Love your constraints!** What is available to you - including your own skills. Do what you like to do! Are you a choreographer? Maybe you can consider choreographing a movement! Are you a filmmaker? Maybe there is a short video element!
- **It does not have to be high tech** - one year, everyone was given beautiful stationary to write a letter to their future selves, which was then mailed to them at the end of ITP! One year, students needed to work together to assemble a giant puzzle!
- **You have to collaborate!** This is a core objective, and it's not an easy one. Learning how to collaborate means giving space to each other, and hearing out everyone's goals, abilities, and needs.

PREPARING FOR YOUR PRESENTATION:

- **Each presenting group will meet with me** or a resident (on zoom or in person) before the end of the week to discuss your preliminary thoughts on the topic - I suggest you and

your group start a group chat, or make a meeting plan (or simply just meet!) right after class if it's possible.

- **Make appointments on our office hours calendars**, or by email.
- After your idea is fairly well set, **you'll meet again with me or a resident** to discuss final details.
- I suggest coordinating your appointments before you part ways that day!

PROPOSED TIMELINE:

- **Before you leave class**, get aligned on meeting times + styles (how would you like to work together?)
- **Meeting 1 (during class + asynchronous)**: initial thoughts, goals, brainstorm
- **Thursday: Meeting 2 (with Sarah)**: come with some discussion questions and vague ideas
- **Thursday-Tuesday**: work together, or with delegated roles
- **Monday or Tuesday**: meet with your resident to approve final concept (odd # meet with Ami, even # meet with Todd)
- **Wednesday**: prep in the classroom at 12 if needed
- **Wednesday evening**: share! celebrate!

NYC EXPERIENCE: OVERVIEW

- Each week, 2 groups of students will be exploring New York, choosing an experience, and then designing an invitation for 8 random classmates to try that something SOMEWHERE in New York.
- **Step 1**: Go explore New York, looking for an experience you want to share. Think outside of the box: it could be anything from a special ferry ride, to park you like, to a performance, installation, restaurant...
- **Step 2**: Create a physical invitation to that experience (it will be pulled out of a bag!). You should think through HOW you want the recipient to experience it, and include some of that in the invitation.
- **Step 3**: Your invitation will be pulled out of bag in front of the class by a random student, who will go try your experience, and post a review!
- **The goal**: get to know New York (or: New Yorkers, welcome these newcomers!) It is an exercise in putting yourself in the shoes of an unknown user, getting to know and share this magical city, and trying to learn how to direct someone else's experience - which always starts with the invitation to participate!

FAQ:

- **Is the experience for 8 people, or for one?**
 - Each person is designing an experience for one random person!
- **Does the experienter have to do the experience right away?**

- Yes, when you have the invitation you're expected to do the experience within the week! Keep that in mind when designing the experience: is it open/available to do the following week?
- **Does it have to be complicated?**
 - No! It can be super simple, in fact it can be something you were already planning to do! But it should be something that you *want* someone else to do, that you'd want to do yourself. It can also just be a unique way of doing something quite common!

NYC EXPERIENCE: EXPLORE + DESIGN

- Go explore New York, find an experience, and make an invitation to it.
- The experience should cost less than 20 dollars
- It should be accessible - consider that you don't know WHO will receive your invitation
- It should not require more than 3 hours!
- It should get you off the floor, or out of your home.
- It should be something you yourself have enjoyed or found fulfilling, and would like to share. It is a gift!
- You can't invite someone to something someone else has already done - so you'll have to pay attention each week!

THE INVITATION

- It can absolutely be low tech (made of paper) but feel free to integrate any crafty or techy skills you want to practice!
- The invitation is where the experience begins!
- It shouldn't be bigger than a shoebox (so it can fit in the big bag)
- It can have many instructions, or very few.
- It's physical, but it can have a digital component if you like!
- This is an opportunity to think like your user!

NYC EXPERIENCE: DO + REVIEW

- Within the week you received your invitation, you must go **do** the experience.
- Write a review of the experience, including a picture or two, and (if you like) a picture of the invitation itself!
- Post the review (200-500 words) on the class website.
- Post a mini version of your review on the shared map to share it with the rest of the ITP/IMA Community!
- <https://tinyurl.com/AppsMap2022>

GROUP RESPONSE EXPERIENCE RESPONSE POST

At some point in the semester (on the [group assignments and due dates sheet](#)), you are also assigned to write a response post of around 200-500 words on the class website.

For example..

- Group x+y should write a response to Group w+z.
- Both groups may address any topics brought up by Speaker A, or your group discussion that week!
- All students are encouraged to participate in this discussion on the website (though only Groups x + y are required!)

WHAT IS A RESPONSE?

- A description of how the group experience impacted you
- Something the experience or topic reminds you of
- A question for discussion
- Your own perspective on the topics the speaker brought up
- Something else entirely!?

COURSE POLICIES

GRADING AND ATTENDANCE

This course, like all of your ITP courses, is PASS/ FAIL. To pass, you must do your required assignments, show up to class, and participate.

More than 2 unexcused absences might result in a failure, if you do not communicate with your instructor.

If you know you're going to be absent, please email the instructor and residents.

That said, being here, I hope, is a pleasure. But, given the with COVID, there is room for flexibility. If you're feeling at all uncertain about your health, please stay home and we'll figure out a way to make up for the time.

PARTICIPATION

- This class will be highly participatory - our goal is to build a community of creativity and support. You are expected to contribute to discussions, engage in group work, help others participate, and otherwise fully participate in class.

- Ask questions - if you have a question, others might have the same one as well. That said, if you have a highly individualized question, you may want to ask it 1-1 outside of class, to me or a resident, to be mindful of the time-constraints of class. If asking questions in class makes you uncomfortable, you can always email the instructor.
- Communicate with me or the residents if you have any concerns pertaining to the course. If you would like extra help or additional instruction, please let us know.

ELECTRONICS USE

Except when explicitly noted, or if it has been discussed in advance for accessibility purposes, do not have your computer or phone out in class. This is ESPECIALLY important when we have guests, and when your classmates are presenting.

ETIQUETTE, GROUP AGREEMENT AND CODE OF CONDUCT

ITP/IMA Code of Conduct: <https://github.com/ITPNYU/ITP-IMA-Code-of-Conduct>. Please review the Code of Conduct before taking this class, and direct any questions to your instructor. On the first day of class, we will form a group agreement about how we will conduct ourselves in class in a way that is conducive to learning and creative growth, which we can revise and revisit throughout the semester!

WEEKLY SCHEDULE

See [Applications Groups + Assignment Dates](#) for details on which Group Goes when!

Week 1

- In Class:
 - Intro to class
 - Guest
- Assignments:
 - Everyone: Add at least one line to the [Group Agreement](#)
 - Everyone: make sure you contributed to that week's shared slides
 - Group 1 + Group 2 [Prepare Response Experience](#)
 - Groups 12 + 13 Prepare [NYC Experience Invitations](#)

Weeks 2 - 13:

- In Class:
 - Group x + Group x present experience

- Group x + x share invitations for Group x + x (check group schedule going forward)
- Guest!
- Assignments:
 - Group x + Group x [Prepare Response Experience](#)
 - Group x + Group x [Post Group Response Experience Response](#)
 - Groups x + Group x Prepare [NYC Experience Invitations](#)
 - Groups x + x: [NYC Experience: Do + Review](#)

Week 14:

- In Class:
 - Group x + Group x present experience
 - Group x + x share invitations for Group x + x
 - Alumni Panel!
- Assignments:
 - Groups x + x: [NYC Experience: Do + Review](#)
 - Group x + Group x [Post Group Response Experience Response](#)