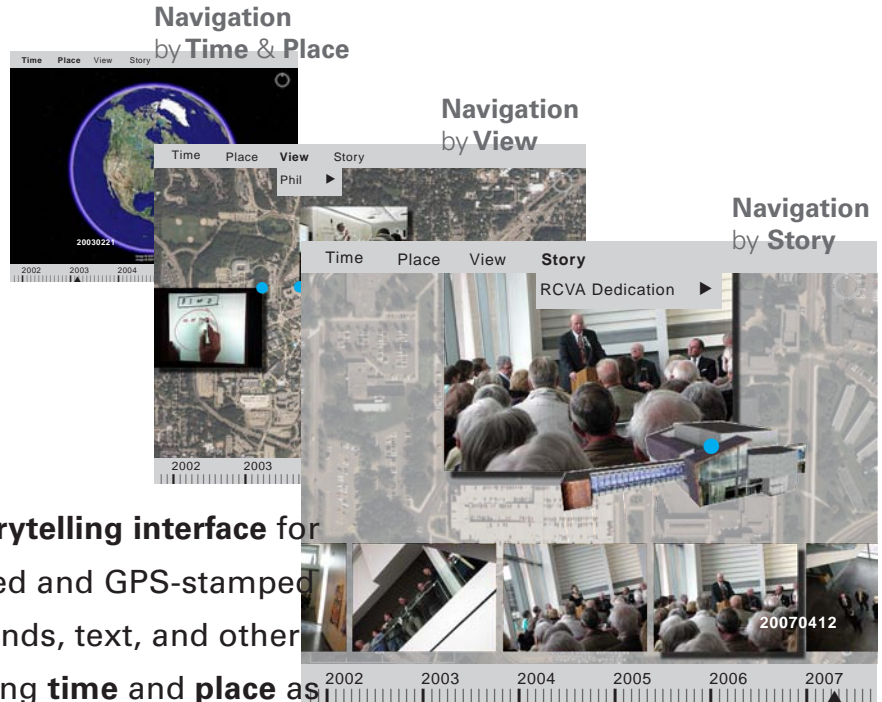


Time & place - based Media



The Frostic School of Art

Invites you to . . .

Explore, discover, invent

Research, discuss, work

Use a GPS camera

Use hardware tools

Use software tools

Use university resources

Use community resources

Invent a storytelling interface for time-stamped and GPS-stamped images, sounds, text, and other content. Using time and place as

an organizing structure, explore ways to automate the telling and reading of stories interactively online with digital media.

Bring your own topic or

Develop a provided topic

Seeking students from:

Visual arts, music, theater, dance

Literature, history, geography

Anthropology, sociology

Sciences, technologies

Communications, and more

Students will document the study of a topic of choice. Individually and collaboratively, students will develop story navigational concepts for their topics, affording readings of their work as different narratives from different viewpoints.

Time&place-based Media

Instructor approval required

phil@philipkunze.com for info

Art 4710, Summer II 2008

First time offered

MTWR 9:00-11:50 am

20 students

2309 South Kohrman

Time & place - based Media