

Public Interactives Independent Study
Supervised by Dale MacDonald
Class Meeting Instructor David Wilson
Teaching Assistant Leticia Ferreira
School of Media Studies
The New School for Public Engagement
Fall 2015
Tuesdays 6pm - 9pm SMS Loft

Independent study course with the goal of designing and prototyping a public interactive for a museum or publicly accessible space. Students will creatively explore questions of digital aesthetics, the poetics of interactivity, and the architecture of public intimacy. Research activities will include field trips to explore interactive systems at work in public venues and sites of public remembrance, augmented by readings and discussions addressing topics such as physical/virtual boundaries, body-scale interaction, group-computer interaction, how physical ephemera matters, social media as an adjunct to public space, and environmental design that serves cultural needs.

Week 1 (9/2) Course introduction, logistics

Week 2 (9/8) What are Public Interactives?
Antecedents, early examples...

Week 3 (9/15) The Online Gallery of Public Interactives Dataset
Class trip - Grand Central Station NY Hall of Sci
Times Square

Week 4 (9/22) Public Interactives in New York City
Class trip - New York Hall of Science
Grand Central Station
Times Sq.

Week 5 (9/29) Projection Mapping
Class trip - 9/11 Museum
Duane Reade Virtual Assistant

Week 6 (10/6) Public Interactive Objects and Facades
Class trip - The High Line

Week 7 (10/13) Public Interactives in Gallery Spaces
Class trip - Cooper Hewitt Smithsonian
Design Museum

Week 8 (10/20) Midterm

Week 9 (10/27) Studio

Week 10 (11/3) Studio

Week 11 (11/10) Studio

Week 12 (11/17) Present Prototype for Feedback

Week 13 (11/24) Studio

Week 14 (12/1) Studio

Week 15 (12/8) Studio

Week 16 (12/15) Final Project Presentation