

NEW MEDIA WORKSHOP
CMSI 598T/698 ENGL 598
Spring 2002 -- 3.0 units
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Course Description

Objectives

In this course, students will program computers to tell non-linear stories. Individually and in groups, students will apply artificial intelligence algorithms and representation techniques to story generation. Among the topics to be covered are

- Knowledge representation and symbolic reasoning, cognitive models of story generation, and automated evaluation of short literary works
- Multimedia programming, including FLASH 5
- Non-linear story formulation.
- Hypertext theory and its literary ancestors.

While developing projects and completing exercises, students will research and review advances in the field. Joining the left and right hemispheres of the collective University brain, students will work on team projects with students from other disciplines.

Although students will be responsible for advanced work in their field, they will be introduced to the concepts and approaches of the other disciplines.

Required

Computer Science: Proficiency in a higher level programming language, such as C++, Prolog, or Lisp.

English: Literary theory course.

Expected Work

Readings, class discussions. Written, oral, and programming assignments.

Lead class discussions on assigned readings.

Maintain journal or log of progress on project.

Attendance at Symposium on Electronic Literature, UCLA, April 4-6, or extra assignment.

Completion of a team-based programming project. The instructors will form teams. Each team will produce oral and written progress reports, and will make a formal presentation of their completed project at the end of the term.

Students are responsible for all the material in the assigned readings, whether or not it is covered in class, and for all material presented in class, whether or not it is in the assigned readings. Students are encouraged to discuss course material with the instructor, but they are also expected to seek out additional references for amplification and clarification of course concepts.

Text and Required Materials

Multimedia: From Wagner to Virtual Reality. Edited by Randall Packer and Ken Jordan. W.W. Norton, 2001.

FLASH 5 Studio with CD-ROM. Sham Bhangal, Peter Holm, and Nikhil Adnani. Friends of Ed, 2001. *Note:* FLASH 5 is available on the machines in the Keck Lab in Doolan Hall.

House of Leaves. Mark Z. Danielewski. Pantheon Books, 2000.

Additional required readings will be put on reserve.

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Comments:

Credit for 698 will require a supplementary research paper to accompany your final project.

Additional References

Readings in Artificial Intelligence. Bonnie Webber and Nils Nilsson. Tioga Publishing Co., Palo Alto CA, 1981.

Readings in Knowledge Representation. Brachman, Hector Levesque. Morgan Kaufmann, Los Altos CA, 1985.

Grading

The final grade will have two components, *Assignments* (50%) and *Project* (50%).

For all students, *Assignments* will constitute 50% of the course grade, broken down as follows:

Reading Responses.....	10%
Exercises.....	10%
Participation.....	10%
Research Paper due in week 7.....	20%

For students enrolled in 598:

Team Projects.....	50%
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For students enrolled in 698:

Team Projects.....	30%
Supplementary Research Paper.....	20%

Assignments and projects are due at the beginning of class. Late assignments will not be accepted.

A grade of A indicates mastery of the material, and is awarded when the total earned is 90% or more. A grade of B (80%+) indicates a good grasp of the material. A grade of C (70%+) or lower indicates that you did not learn fundamental concepts or did not complete the assigned work.

An incomplete will be granted only when the student requesting the incomplete has completed 80% of the coursework, and has at least a B average in the coursework completed.

Note: Homework and papers with multiple spelling and/or grammatical errors will be returned ungraded. Find yourself a good spelling and grammar checker and/or a trusted human editor, if you have difficulty with English spelling and/or grammar. The Learning Resources Center in the LMU Library offers such a service, both on an appointment and a drop-in basis.

Office Hours/Contact Points

Mr. Marino:

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Dr. August:

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