



Critical Approaches to User Experience Design & Media Art

IML 499
Raphael Arar



This class will cover....

- Communication in the Digital Age
- Comparison between Art & Design
- Interaction Models
- Aspects of Media Theory



*This class will not cover
tangible skills in programming
and/or graphic design.*



A little about me.

- USC Media Arts + Practice Lecturer
- Design Lead for the Apple +IBM Partnership
- Media Artist & Designer
- MFA Calarts, BA Boston University





A little about you.

- Name
- Major & year
- Hometown
- Memorable experience
- What you hope to get out of this class.



Slack

- Remote Collaboration
- Use the link in your email
- Web app and desktop app
- Channels will be setup to organize discussion





Syllabus & Class Website

- The syllabus and class website will be kept current on <http://usc.rafaelalarar.com/IML-499>
- Attendance and participation will be taken via Slack.



The Fragment on Machines

- Read a selected portion of “The Fragment on Machines” by Karl Marx



What is the role of the artist/
designer when the engineer (*living
labor*) is replaceable by machine?



The Difference Between Art & Design

Milton Glaser

<http://www.inc.com/idea-lab/milton-glaser-difference-between-art-and-design.html>





For next class...

- Ensure you have Slack and are participating
- Read the Prologue and Introduction to *The Craftsman* by Richard Sennet