

UCLA Social Software Summer Institute

(Session A - Virtual)
July 8 – July 19, 2024

PROGRAM INFORMATION

Classes, Monday, July 8 – Friday, July 19, 2024

During this two-week program, students will take one of two course options. Students will be expected to attend two class sessions every day (one for each course that week)—either via Zoom or recorded sessions provided each day of the program.

THE COURSES

Art & Code

This course focuses on code as a medium for creative expression and artistic intervention. Through examples and tutorials, students study the use of computer programming in the tradition of art, design, and activism. References to relevant artworks are provided, both in and outside the field of software-based art.

Art & AI

This course explores the use of AI, machine learning, and automation to create artistic projects. Through hands-on workshops, students will experiment with cutting edge AI tools for creating visual media, sound, text. Through discussions and exploration of different examples of AI in art and everyday life, students will develop their own perspective on AI.

SCHEDULE

All times PDT

Week 1: Monday – Friday (July 8 – 12)

10 a.m. – 1 p.m.

Instructor-led lecture, examples, and hands-on studio time

2 p.m. – 5 p.m.

Instructor-led lecture, examples, and hands-on studio time

Week 2: Monday – Friday (July 15 – 19)

10 a.m. – 1 p.m.

Instructor-led lecture, examples, and hands-on studio time

2 p.m. – 5 p.m.

Instructor-led lecture, examples, and hands-on studio time

All virtual class sessions will be recorded, and those recordings will be made available for streaming online at the end of each class day during the Summer Institute.

After the Summer Institute

- Students will be able to download all work saved to their account during the Summer Institute for ongoing personal development or for portfolio use.
- Completed student work will be exhibited online as a virtual gallery for students and parents to enjoy!

OVERVIEW

Course syllabi and online resources

Students will receive complete syllabi with daily schedules and project goals as part of their welcome and orientation packet, which will be delivered via email to all students this summer. The packet will contain information students will need to login to their digital classroom, to access their online/streaming courses, and to upload their project work each day.

Faculty and Staff

All faculty and teaching assistants are practicing media artists and educators affiliated with the UCLA Social Software, with extensive experience and expertise in their respective course subjects. Each course will be led by a faculty instructor and teaching assistant.

Additional Information

As a virtual program, all class instruction and student work will need to be facilitated through student-acquired hardware and software. The exact specifications are listed below. In most cases, these requirements are already met by most desktop or laptop computers students may have.

Desktop/laptop recommended specifications

- CPU: Multicore Intel/AMD processor with 64-bit support or Apple M1
- Windows 10 / macOS v10+
- RAM 8GB recommended
- 20 GB of available hard-disk space or external drive

Other required hardware

- Web camera (built into computer is fine)
- Microphone (built into computer is fine)

Software

- Zoom—free download: <https://zoom.us/download>

COMMITMENT TO DIVERSITY AND INCLUSIVITY

UCLA Social Software Summer Institute is committed to the values of diversity and to fostering an environment of inclusivity for all students and staff, regardless of race, gender, sexual orientation, disability, physical appearance, body size, age, political affiliation, or religion. We expect students and staff to respect these values and to help ensure that the Summer Institute is a safe and supportive environment for everyone.

CONTACTS

Questions, please contact:

Daniel Soto, Creative Producer
UCLA Social Software
danielsoto@ucla.edu

We are looking forward to seeing you!