

Academy Courses of Interest for Non-Majors Spring 2018

ACAD – 309: Dreams and Madness: The Art of Japan’s Golden Age of Animation (GE Category A –The Arts)

This class will provide an in-depth look at the art, politics, and cultural impact of several Japanese filmmakers including Isao Takahata, Hayao Miyazaki, Satoshi Kon, Mamoru Hosoda and Makoto Shinkai.

Course Description:

We will explore films from three different periods to understand the material, cultural, spiritual, and political themes that emerge in the work of Japanese anime over a 30 year period and examine how they are reflected, communicated, and represented in animation art. Taking the medium of animation itself as a core topic, we will focus on the questions of what it is that the art of animation can uniquely express in general as well as how each director uses the “art of movement” to convey particular topics and themes. Format: After completing the introductory lectures and discussion, we will follow a format based on: 1. Introduction and Viewing Each film will be screened and students will be given a list of 10-12 discussion prompts to focus discussion about the film and engage specific topics from the week’s readings. 2. Weekly Seminar The seminar will consist of two parts: a lecture followed by student discussion. The lecture will focus on thematic analysis of each film structured around key concepts (2 hours). Students will then engage in an hour long guided discussion and debate regarding issues or moral dilemmas raised in the film.

ACAD360: Design Consulting: Problem Solving for Organizations

This course takes a professional, collaborative and multidisciplinary consulting approach to diagnosing problems and applying design-based solutions on behalf of organizations.

Prerequisite(s)

ACAD 181 and 182 or permission from instructor. Please notify Amber Bradley aebradle@usc.edu if you are interested in enrolling in the course.

Course Description

This course takes a professional, collaborative and multidisciplinary consulting approach to diagnosing problems and applying design-based solutions on behalf of organizations. The course draws on student knowledge and skills garnered from previous Academy coursework in design, technology and business, and references additional perspectives from psychology, anthropology, sociology, public policy, complexity science, and other areas. For this experience, Academy methods and frameworks are synthesized toward preparing students to analyze multiple facets of an organization (for-profit and not-for-profit), and designing solutions for maximum positive impact.

ACAD 280: Designing for Experiences

A course focusing on designing effective and elegant interfaces and experiences for the ways people interact with data, devices, systems, and environments

Pre-requisites:

ACAD 178 Motion Graphics, ACAD 275 Dev I, ACAD 276 Dev II or permission from instructor. Please notify Amber Bradley aebradle@usc.edu if you are interested in enrolling in the course.

Course Description:

Designing for Experiences is the study of how people interface with data, systems, devices, environments, and each other. The class focuses on how to construct effective and elegant software interfaces, design analytical displays of data, as well as explore unconventional and innovative methods of interaction. Students must combine their knowledge and skills from the disciplines of graphic design, programming, and human/machine interaction to develop their projects.

ACAD/LAW-325 Justice Innovation Startup Lab

Teaches skills students need to develop products and services that meet legal needs in rural America, urban America and developing countries.

Course Description

The legal system has been called the least innovative part of the modern economy but it is, arguably, an “industry” that is ripe for disruption. The level of legal need is higher than ever, the incumbent providers of legal services are unaffordable for many if not most of those who need these services, and the organizational and technological methods used to produce law and justice are decidedly 20th century. This course aims to communicate the opportunity this situation represents, introduce students to nascent efforts to exploit it, and teach a set of skills that will incline them to seeing possibilities and how to attain them. The course starts with a brief survey of foundational material: creative thinking, law, the landscape of legal innovation, and an introduction to some ideas and techniques of human centered design. We then use this material to look at legal/justice needs and legal innovation in rural America, urban America, and developing countries. The second half of the course starts with lessons in how to move from the identification of a problem to the formulation of creative solutions. We will learn to brainstorm, prototype, and iterate through four cycles of research, prototype, presentation, feedback, and revision as we develop products and services that meet legal needs. The final project for the course will be the development, from identification of needs to a final pitch proposal, of a product, service, procedure, or organization that qualifies as an example of justice innovation.

View a trailer for the course [here](#).

ACAD-245 Product Design I

Course includes a wide investigation of techniques specific to dimensional design as they apply to package, product and spatial design, in analog and digital environments.

Prerequisite(s): ACAD 240 Materials: Denim to Nanotubes, ACAD 323 Design Theory or permission from instructor. Please notify Amber Bradley aebrodle@usc.edu if you are interested in enrolling in the course. Day/time of course TBD.

Course Description

Introduction to the study of Product Design. Includes a wide investigation of methodologies and techniques specific to dimensional design as they apply to package, product and spatial design, in analog and digital environments.

Students will investigate means of production and construction using both traditional analog and more advanced digital tools. Experimentation is a critical part of design and innovative thinking, so the challenge to explore new areas and to break conventions will be a focus during the term. The study of the design process in visual problem solving will frame that investigation. Later assignments and exercises will include 3D digital modeling and prototyping.

ACAD-352 Digital Audio Recording and Processing

The principles, techniques, and aesthetics of digital audio recording and processing with an emphasis on mastering for multimedia integration.

Course Description:

The course will provide an in-depth and hands-on examination of digital audio and the digital audio recording process. Special emphasis will be placed on the creative use of hardware and software for recording, mixing, and mastering audio for distribution and for use in other media such as: presentations, film and video, gaming, virtual environments, and other digital and computer applications. Instruction will include lectures, demonstrations, assignments and projects, quizzes, and exams. Where appropriate, students will be encouraged to collaborate with colleagues from other emphasis areas within the Academy.

ACAD-354 Synthesis and Sound Design

A comprehensive study of the elements of electronic synthesis and sampling, as well as the use of “live” and “found” audio recordings for creative sound design purposes.

Course Description:

Synthesis and Sound Design prepares the student to create new sounds for musical, background, special effect, environmental, and atmospheric purposes using synthesizers, samplers, and audio recordings. The course will provide an in-depth and hands-on examination of the elements of the synthesis and sampling processes and how those elements combine to create a complex sound. Special emphasis will be placed on creating sounds appropriate for integration into multimedia such as: presentations, film and video, gaming, virtual environments, and other digital and computer applications. Instruction will include lectures, demonstrations, assignments and projects, quizzes, and exams.

For class schedules click [here](#)