Jason E Geistweidt

Courses Taught

Graduate

Visual Environments, Art and Art History, Columbia College Chicago

This graduate studio course deals with installation and site-specific works, including an examination of intention versus reception, pre-visualization, and personal process. Students create large-scale, multi-modal collaborative works as well as individual environments invoking John Dewey's ideas of art as an 'experience' and the primacy of the participant.

Connected Studio Practice, *Art and Art History, Columbia College Chicago*

This graduate seminar focuses on deepening students' art practice and unifying individual art pieces into a recognizable body of work. Students refine artist statements, produce grant proposals, and conduct panel discussions, solidifying their practice via public presentation. Through studio visitation, students present ongoing work in open critique, engaging with peers across multiple disciplines.

Network Performance Workshop, Department of Medialogy, University of Aalborg, Denmark

This studio seminar introduced graduate students to the possibilities of distributed, networked installations. During this week-long intensive students created networked experiences incorporating audio, visual, and haptic interfaces which were showcased during the University's Open Research Days at the end of workshop.

Undergraduate

Foundations Skill: Web Design, Art and Art History, Columbia College Chicago

This introductory, 1-credit foundation course focuses on the use of specific materials, tools, and, techniques to support the production of creative works within the context of an Internet browser. HTML, CCS, and basic design concepts are introduced through a series of classroom demonstrations and activities. Discussion, critique, and one-to-one training further support development of problem solving skills required for interdisciplinary creative practice.

Foundations of Digital Design, Art and Art History, Lake Forest College

This module offers a introduction to Bauhaus and gestalt design principles within the context of the Adobe digital suite (Illustrator, Photoshop, and In-Design). Working with both raster and vector-based graphics, students design a spectrum of works from simple logos to complex layout and design projects. The course culminates in the design and publication of a individual student portfolios highlighting work created throughout the course.

Interactive Web Design, Art and Art History, Lake Forest College

This course integrates art and design fundamentals into a web-based, interactive format, including a review of design fundamentals for the web and an introduction to the history of animation and interactive design. Further, this course covers web design conventions and considerations including color and typography for the web, grid design, and wire-framing. The course will provide detailed coverage of creating HTML- and CSS-based web sites using Adobe Dreamweaver.

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Undergraduate

Art + Code, *Interactive Arts and Media, Columbia College Chicago*

This course introduces students to the use of code as a means for creating interactive works of screen-based art. Students learn basic programming skills in a creative, artistic context using Processing, a robust and easy to learn sketching language. Class time is divided between demonstration, practice, and a survey of contemporary artists and practices. Use of interfaces such as the Kinect, Wacom tablet, Arduino, and web cameras are introduced and advanced students may work in p5.js, Processing's JavaScript version.

Intro to Performance Capture, *Interactive Arts and Media, Columbia College Chicago*

This hands-on studio course presents the techniques of real-time performance capture to students from a broad range of disciplines and technical abilities. Participants choreograph, storyboard, and direct capture sessions utilizing a 12-camera passive system. The raw data is analyzed, sonified, and/or visualized in either the Processing or PureData environments.

Coding for Artists, Art and Art History, New Media Program, University of Illinois Chicago

This course introduces students to the tools and techniques of new media practice via the Processing sketching language. Projects are presented in an open style, such that students may personalize the coursework to their individual practices. Previous students have created a variety of works including interactive installations, social-media hacks, digital audio works, 2D animations, and generative designs. The course is rounded out with weekly critiques and student presentations of contemporary artists and practices.

Sound for Interaction, Interactive Arts and Media, Columbia College Chicago

This project-based course provides a foundation for understanding the use of sound across a variety of creative disciplines. Beginning with an introduction to acoustics and psychoacoustics, the course investigates the power of creating engaging experiences both with sound alone and with sound in combination with image. Sound sculptures and landscapes, as well as classical impressionistic examples, are reviewed and critiqued. Previous participants have created audio for film, games, interactive applications, and the web.

Sound and Music for Interactive Visual Media, Interactive Arts and Media, Columbia College Chicago

This course offers a chance to study the psychological and technical aspects of applying sound and music to interactive visual media. Students study the fundamentals of music (notation and intervallic relationships) and receive a solid foundation in sound design theory and aesthetics. Writings and works of Michel Chion, David Sonnenschien, and Walter Murch are introduced and discussed.

Sound Design for Gaming, Interactive Arts and Media, Columbia College Chicago

This course introduces the audio development pathway commonly encountered in the game design industry, including asset production and management, integration of music and voice over, along with the implementation of localized and generative sound within the sound engine.

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Courses Taught

Studio Techniques, The School of Music and Sonic Arts, Queens University Belfast

Led students through hour-long weekly tutorials designed to introduce students to the practicalities of working in a small analog/digital project studio, including gain structure, routing, EQ, outboard processing, basic MIDI, and critical listening. Final project included creating a soundtrack for a five-minute film excerpt.

Intensive Music Course, The School of Music and Sonic Arts, Queens University Belfast

A course in experimental music-making in which music technology students exercised their improvisational/performance skills within concentrated, creative sessions comprised of 10-12 students each; challenging participants to reassess ideas of performance, presentation, and group composition, the course culminated in an inspired showcase of cooperative creativity.

Performance Workshop, The School of Music and Sonic Arts, Queens University Belfast

Introduces second- and third-year students to the use of technology within music-making through the reinterpretation of works by Cage, Feldman and Brown; additionally, students explore extended performance techniques for their instruments through experimentation, developing both solo and ensemble compositions for presentation.

The Convergence Academies, Center for Community Arts Partnerships, Columbia College Chicago

As a *Digital Media Mentor*, worked with at-risk students in the Chicago Public School system, delivering workshops in audio and video remixing in which students derived new works from preexisting sources and assisted faculty with integration of digital technologies across the curriculum.

Ignite! Group Tutor, National Endowment for Science, Technology and the Arts

Implemented and directed 2 days of creative workshops for students 12-14 years of age as part of the Endowment's UK-wide program to identify gifted students and cultivate their creative abilities. The workshop focused on the construction of narrative sound collages comprised of field recordings made during the two-day sessions.

Community

COMA Music Ensemble, The School of Music and Sonic Arts, Queens University Belfast

Guided the experimental/improvisational ensemble through weekly rehearsals, performances, and impromptu public interventions with repertoire extending from Riley's 'In C' to cryptic instructions on small pieces of paper. The COMA (Contemporary Music for Amateurs) is an international organization dedicated to introducing contemporary musical practices to both musicians and non-musicians alike.

The Discovering Queens Program, The School of Music and Sonic Arts, Queens University Belfast

Introduced electroacoustic music repertory and techniques to pre-engineering students through both listening and practical exercises in which students created musical miniatures in the ProTools environment.

The Wilmette Community Band, Wilmette, Illinois

Conducted the community ensemble in weekly rehearsals, performing throughout the north shore for various celebrations, parades, and public events.