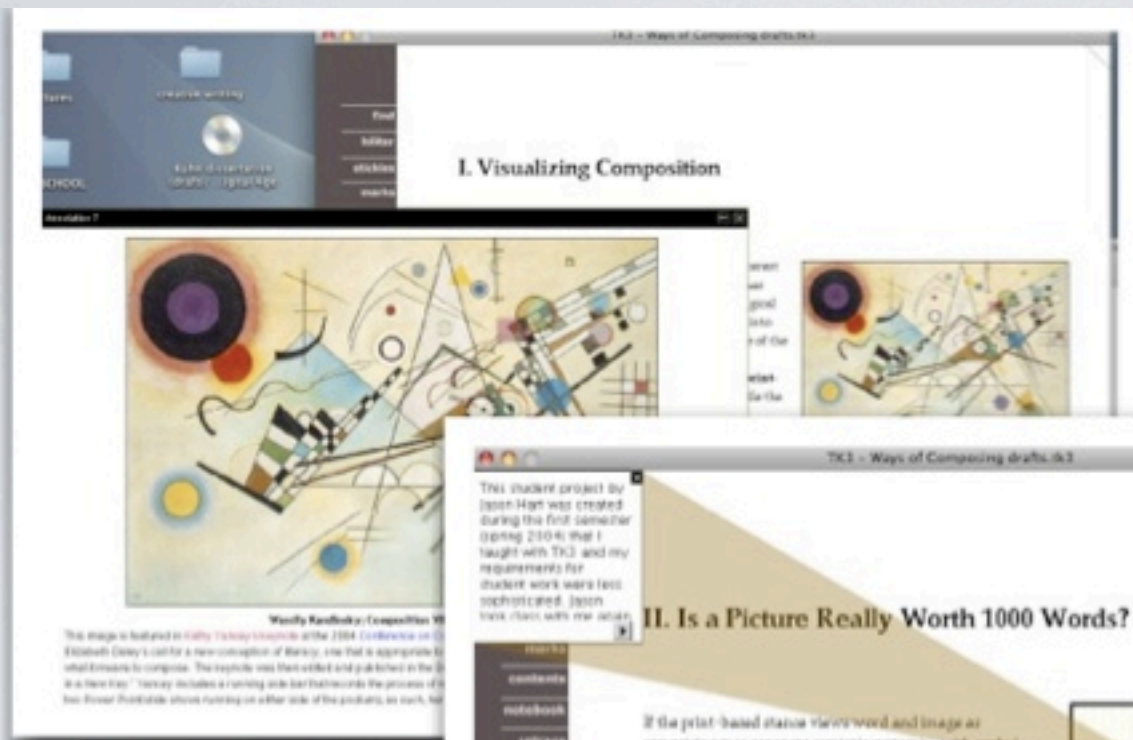


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# Ways of Composing: Visual Literacy in the Digital Age (2005)



## ANDREW HOGAN

### MULTIPERSPECTIVAL EXAMINATION OF ALEXANDER THE GREAT

Andrew Hogan's *Multiperspectival Examination of Alexander the Great* prevents us from seeing the historic figure of Alexander the Great in simple terms. Extant sources are fragmentary and secondary sources are widely divergent in their accounts of his exploits. Andy contends that in order to really understand this notorious and intriguing figure, we must confront these sources in concert. To accomplish this, he narrows his focus to the decisive Battle of Gaugamela and presents three separate accounts of its intricacies. Andy chose to create his thesis project in *Korsakow*, an innovative, open source application for the creation of database films. The author creates the rules by which a *Korsakow* "film" can behave; the user determines the sequence of its clips. This vehicle is perfect for the type of simultaneity that expresses the depth of Andy's research.

*Notes on Process: Immersion in Form & Content*  
Andy's video work was so intricate and detailed that it was important to let the work speak and breathe. The majority of this profile consists of unedited video segments taken from Andy's thesis project. His voiceover narration explains his project, its central focus and his research sources in such a beautifully clear, yet stylized way, that it was best to let the work present itself. Sped-up montage, set to music from the thesis project, is used to show the viewer more of the vast amount of work contained in this



0:19 | 5:17

BACK TO MENU

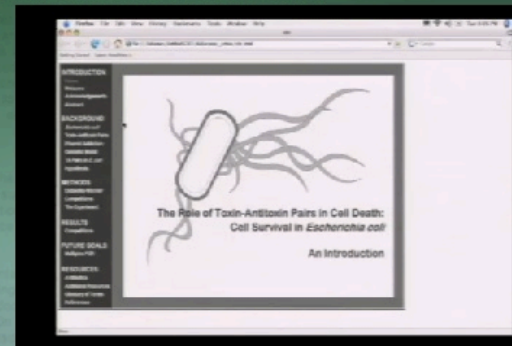
SPEAKING WITH STUDENTS:  
PROFILES IN DIGITAL PEDAGOGY

## ELIZABETH NAKASONE

### THE ROLE OF TOXIN-ANTITOXIN PAIRS IN CELL DEATH: CELL SURVIVAL IN ESCHERICHIA COLI

In *The Role of Toxin-Antitoxin Pairs in Cell Death: Cell Survival in Escherichia coli*, Elizabeth Nakasone animates the interaction of toxin anti-toxin pairs in e-coli bacteria, showing the implications of programmed cell death for antibiotic resistance, for instance, or tumor growth in cancerous tissue. Complex biological systems are better understood when one can read text, see visuals and hear an explanation. Moreover, in keeping with the idea of clarification, Elizabeth created a "clean" Web site to house her information in order to keep the focus on the science, using the encyclopedic nature of the computer which allows her to add as much information as she is able, while also pointing viewers to further sources. The user can explore this project in any way she wishes, and stop or start animations at will. A 50-page thesis paper simply could not contain this work.

*Notes on Process: Maintaining the Project Aesthetic*  
In creating these thesis profiles, we paid particular attention to maintaining the aesthetic sensibilities of the students' work. With the exception of the use of music in some cases, a thesis profile does not use any media other than that found within its original thesis project. This creative decision was made in order to protect the integrity of the work. However, it is not enough to simply stay true, so to speak, to the media alone. The aesthetic considerations of the project must remain intact. In short,



0:16 | 3:43

BACK TO MENU

SPEAKING WITH STUDENTS:  
PROFILES IN DIGITAL PEDAGOGY

## MATTHEW LEE

### RIVENSCRYR

Second Life, the multi-user virtual environment that has grown increasingly popular over the last four years for everything from gambling to art to even education, is home to *Rivenscryr*, a space that allows users to explore a particular aspect of Shakespeare's *The Tempest*. Matt argues that the invisible character Sycorax plays a key role, despite the fact that her most important actions take place prior to the start of the play. The project revisits *The Tempest* in a startlingly fresh way, allowing users to travel through a remnant of the island and encounter fragments of the past. Matt includes the full text of the work, as well as extensive secondary scholarship, but what is truly innovative in this virtual world is the way in which Matt uses representation only as a starting point, bending the laws of physics which no longer hold sway in these environments. He built *Rivenscryr* at a "height" that avatars cannot reach without his specially programmed arm band and programmed butterflies to sprout his original poetry.

*Notes on Process: Immersion in Form & Content*  
The "spectacle" of a virtual world like that of *Rivenscryr* led us to lend as much screen time as possible to its presentation. We wanted the viewer to be immersed in this virtual world that Matt created to house his scholarly inquiries and to mirror his discoveries. In addition, project



0:26 | 5:28

BACK TO MENU

SPEAKING WITH STUDENTS:  
PROFILES IN DIGITAL PEDAGOGY

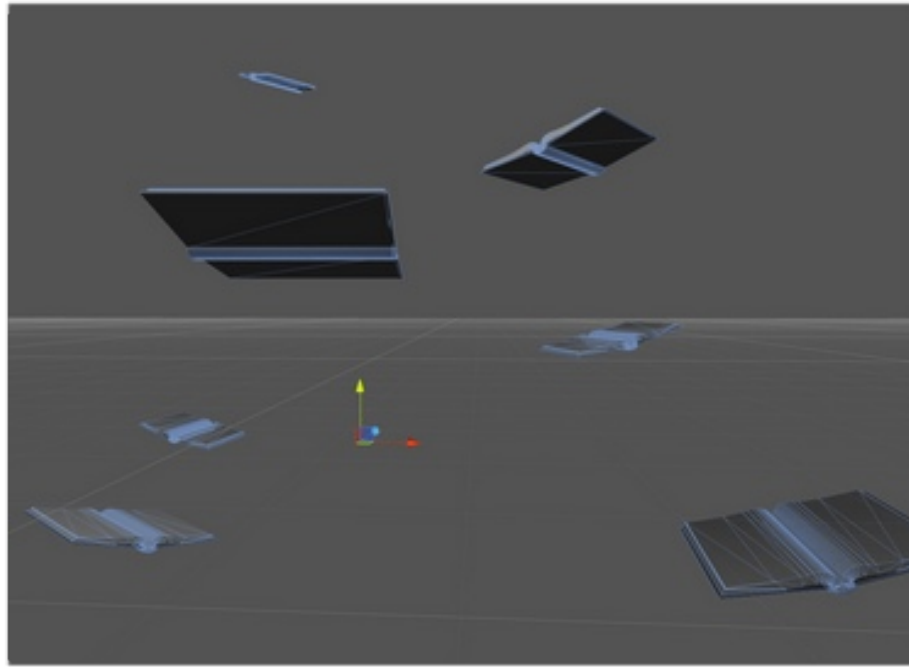
# Multidisciplinary Digital Theses





# Global Health Response Engine





Lib Viz project (gesture + touch based)





**Filmic Texts and the Rise of the Fifth Estate**  
 Statistics - Author

Introduction to Filmic Texts and the Rise of the Fifth Estate

Refract Cinema



The digital article describes the use of a film as a textbook in undergraduate curricula. Based on the premise that digital technologies enable films with the same intrinsic potential that books possess—their segments, the pages, are compact and so can be analyzed in a sustained fashion—Filmic Texts maintains that in a highly mediated world, faculty with all of the available semantic resources is integral to the type of large scale theory necessary for a flourishing democracy. This argument gains strength as its concepts are also enacted in a creation in Seattle, a platform that allows one to speak with rich media in addition to words.

The project contains three main paths which the reader may take. The first, Filmic Texts, is an overview of the background theory and the abundant coverage of 18,343. The second, Digital Pedagogy, is a more practice-based path, describing the rules and tools of creating this type of progressive pedagogy and, in many cases, displaying student projects and interviews created in response to the course. The third path, The Structure of Filmic Texts and the Rise of the Fifth Estate, is an overview of the piece that includes details about the affordances of the existing new platform. Seattle, the current choices that I enabled, and the ways that I chose to negotiate its functionality.

**From Gallery to Webtext**

Conference:  
 1. a meeting for consultation or discussion; a conference between a student and his [sic] adviser.  
 2. the act of conferring or consulting together; consultation, esp. on an important or serious matter.  
 American Heritage Dictionary

The work represented in this webtext was originally created and assembled for the 2006 Conference on College Composition and Communication (Arroyo et al.). We proposed a panel of twelve people with twelve separate, yet unified, digital writings on laptops and PowerBooks. Instead of making a diachronic set of presentations, however, we panelists made available a synchronic set, in an art-gallery format, composed of and arranged separately on tables as conceptual art installations. The presenters and audience mixed as if at a gallery opening, speaking of the works among themselves and the artists. The purpose of the panel was to show and demonstrate how digital technologies can reshape our views of conferences, of presentations (specifically present-audience relationships), and in a wider scope of what is now called writings.




**SPEAKING WITH STUDENTS: PROFILES IN DIGITAL PEDAGOGY**

CREDITS



**Anomalous Composition**  
A Horse in Video  
Robert Laxson

**scenecube**  
Suzanne Lenore Lyburn

**Melancholy**  
Virginia Kufin

**Walking in the (Electro)City**  
A Panelist and Previous Spectator  
Justin Holzman

**Vorhandenheit**  
Justin Holzman

**A Thistle in MenLA**  
Geoffrey V. Carter

**The Dancing Floor**  
Sarah J. Arroyo and Deborah Rose

**MoMLA From Gallery to Webtext** [Show Introduction](#)

The work presented here was originally produced for and shown on January 6th, 2012, at the Modern Language Association Conference in Seattle, Washington. The panel was arranged by the Committee for the Teaching of Writing, and was curated by Victor J. Stankovic.



# Large Scale Video Analytics



**Medici** Home • Data • Collections • Tags • Map • Upload Login Sign up Search

### Frame extraction from movie

Image Zoom

Download Embed

**Info**  
Contributor: Luigi Marini  
Filename: movie.jpg  
Size: 4.48 MB  
Category: Image  
MIME Type: image/jpeg  
Uploaded: 2010-05-17 20:20  
Image Size: 2560x2268

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Viewed by 12 people  
Downloaded by 1 people  
0 likes and 0 dislikes  
[Like](#) [Dislike](#)

**Tags**  
[video](#)

**Collections**  
  
[GTS 2010 Demo](#)

**Location**  
No location set  
[Set location](#)

**User Specified Information**  
No user specified metadata

**Extracted Information**

**User Views**

**Comments**  
0 comments

# MEDICI



# PREMISES

+ orality > literacy > digital

+ fluency = consuming + producing

+ epistemology = pedagogy

115 years of Cinema

TED talks

YouTube

Vimeo

Blip TV

Academic Video

Incidental Video



# UBIQUITOUS FILMIC MEDIA

Vimeo

TED talks

Blip TV

115 years of Cinema

Academic Video

YouTube

Incidental Video



Filmic Texts > Many Still Images

sound + image + speech +  
layering + transitions +  
effects + shot position +  
shot length + color timing



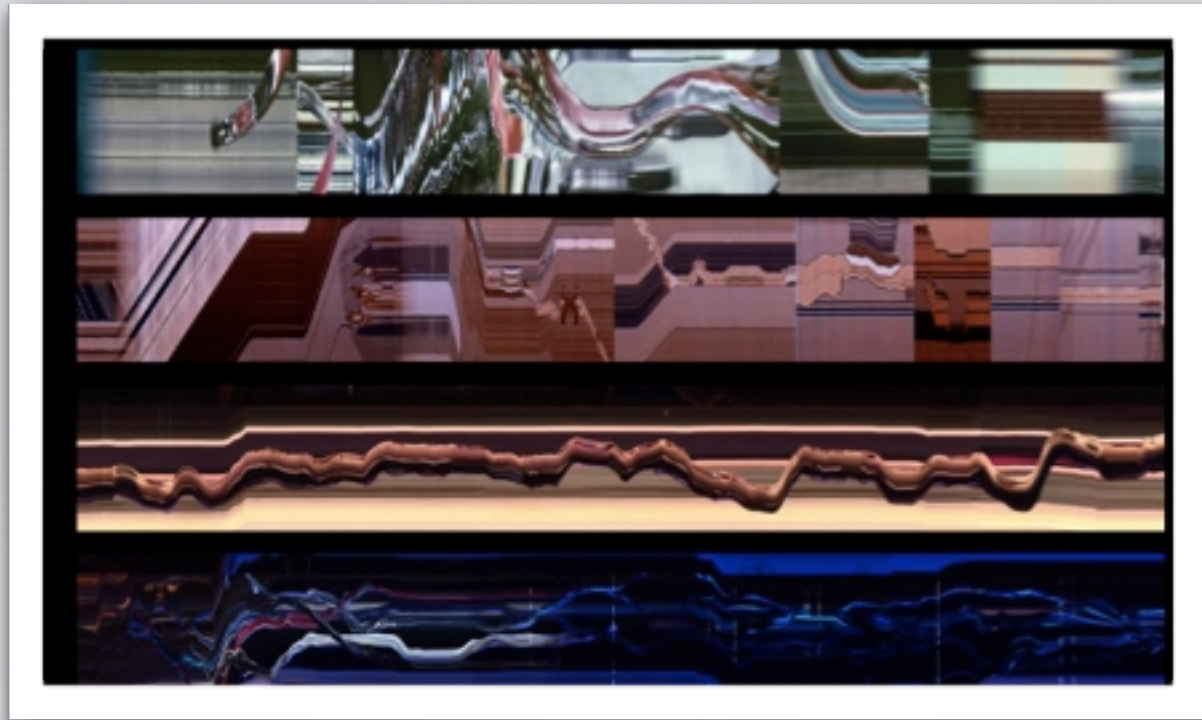
Filmic Texts > Many Still Images

NEED:

- + speech to text
- + concept tagging
- + sequence analysis
- + computer vision

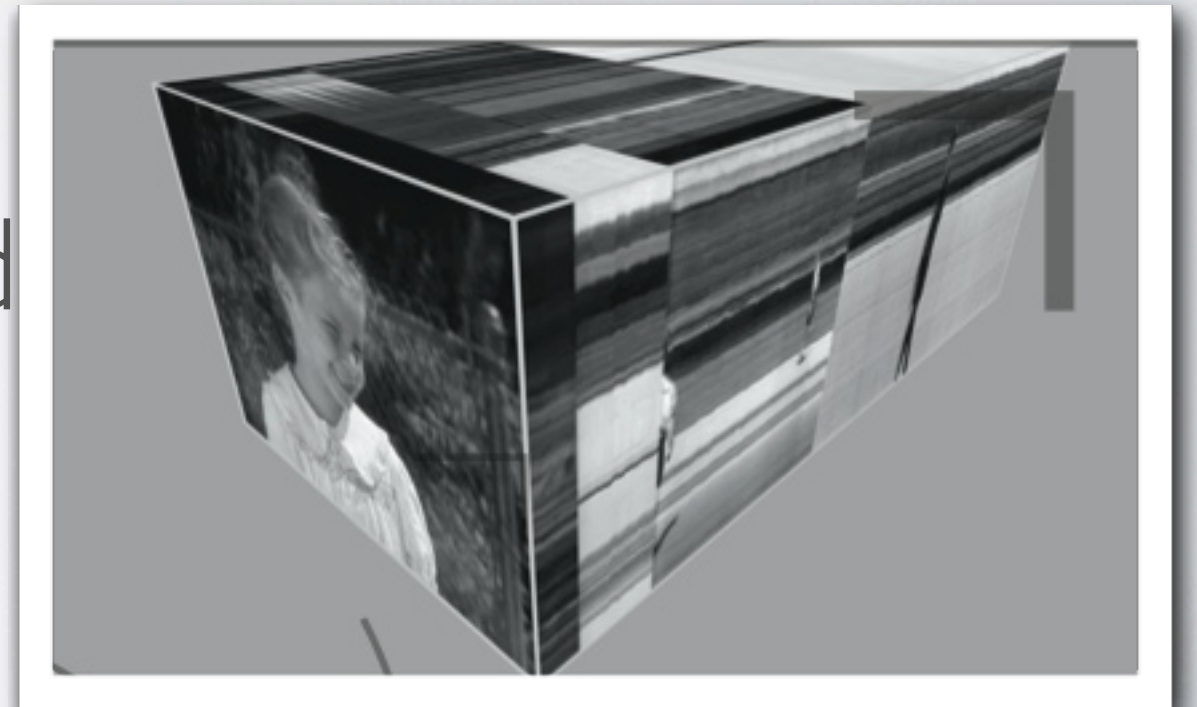


# Novel Visualizations



+ remove narrative component, emphasizing form

+ spatializing time based media





THANK YOU!

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