

ART 1803C: WARP | Workshop for Art Research and Practice

6 Credits | Fall 2024 | School of Art + Art History | University of Florida, Gainesville, FL

WARP STUDIO 3 Credits

M	09:35 a.m. to 12:35 p.m.	WARPhaus — 534 SW 4 th Ave, Gainesville, FL 32601
W	09:35 a.m. to 12:35 p.m.	“
F	09:35 a.m. to 11:30 a.m.	“

WARP LECTURE 3 Credits

T	05:10 p.m. to 07:05 p.m.	FAB 103
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WARP OPEN STUDIO

Please check Canvas for up-to-date Open Studio days and hours.

INSTRUCTOR OF RECORD	CONTACT	OFFICE HOURS
Peter Gouge (he/him)		TBD
Flounder Lee (he/him)		Wed 12.40-1.40

TEACHING ASSISTANTS (TAs)	CONTACT
Rachel Horn	TBD

TEACHING LAB SPECIALIST (TLS)	CONTACT
Alexis Kurtzman (she/her)	

GRADUATE ASSISTANTS (GAs)	CONTACT
Chloe Harpst	
Katarina Jacobs	
Yipeng Wang	
Eo Jin	
William Bizotto dos Santos	
Gizelle Galvan	

Undergrads

Oskar Garcia

Savannah Braun

CANVAS

All information you need for every meeting and deadline is available at all times on the [WARP Canvas homepage](#). Download the Canvas app and check it daily. There is no excuse for not knowing what is expected this term.

WORKSHOP FOR ART RESEARCH AND PRACTICE (WARP)

WARP is designed to expose undergraduate students to a variety of styles, approaches, and debates relevant to contemporary art and design. Students should expect to take risks, discover unconventional (yet critical) perspectives, and develop original approaches to material and conceptual problem-solving. Students will learn to articulate their ideas, criticisms, and questions about contemporary art and design and to employ new tools, possibilities, and practices.

Through interdisciplinary studio work, independent research, written assignments, collaborative processes, discussions, readings, and guest lectures, we will situate art and design within larger historical, sociocultural, economic, environmental, and technological contexts. Studio projects will facilitate experimentation with a variety of artistic strategies and methods. Writing and research will encourage more diligent, complex, and critical understandings of creative practices in the 21st century. Critique and group discussions will push students to constructively describe, analyze, interpret, and evaluate their peers' work and ideas, as well as their own.

WARP aims to provide exposure to cross-cultural and multivocal creative practices. Students will explore and consider the influences, motivations, and processes of a broad range of artists and designers. Course content will demonstrate how various artists and cultures engage in creative pursuits; the roles that art and design play in cultural, religious, and personal ideologies; and how art is influenced by—and influences—politics, popular culture, identity, and conversations about ecologies. WARP may challenge existing beliefs, introduce new perspectives, and (occasionally) cause some discomfort.

Note that WARP is not designed to demonstrate the *correct* way to make art or to be an artist. Rather, WARP advocates for and celebrates risk-taking, improvisation, open-mindedness, and even failure.

COURSE GOALS

- Think broadly, imaginatively, creatively, and critically.
- Learn to translate thoughts and inspiration into action.
- Acquire the ability to implement creative thinking.
- Conceptualize, design, and produce complex and personally motivated works of art.
- Become visually articulate through actual practice, experience, and experimentation with various media, including drawing, sound, painting, sculpture, performance, installation, digital media, and more.
- Attain a wide base of knowledge about art and artists—both historical and contemporary—and learn to identify and contextualize the connections between them.
- Develop strong research skills and apply this research to writing about and creating art.
- Cultivate a contemporary art vocabulary and learn to write about art by describing, analyzing, interpreting, and evaluating artworks, exhibitions, performances, films, and other media.

- Understand how one's own work is embedded with historical, cultural, and theoretical connotations.
- Grow prepared to make confident, informed choices regarding future studies (majors).
- Establish a personal aesthetic, media-specific modes of expressions, and preferences for particular materials and technologies, as well as conceptual and research practices.
- Consider the ever-expanding and exciting range of 21st-century careers in art and design.
- Provide constructive critical feedback to one's peers.
- Learn to listen to and synthesize criticism about one's own work and ideas.
- Gain the real-life experience and satisfaction of presenting one's work in a public venue by organizing, installing, and publicizing an exhibition.

TEXTBOOKS + COURSE MATERIALS

There is no textbook to purchase for this course. All reading materials and media will be posted to Canvas.

ELECTRONIC COMMUNICATION

Always contact the instructors—*not TAs or GAs*—through Canvas or email with inquiries related to lectures, studio projects, and all assignments, as well as with questions regarding absences, accommodations, or emergencies. Typical email response time is 24-48 hours.

ARTIFICIAL INTELLIGENCE

Since writing, analytical, and critical thinking skills are integral aspects of WARP, all writing assignments should be prepared by the student. Developing strong competencies in this area will prepare you for a competitive workplace.

You may use AI programs e.g. ChatGPT to help generate ideas and brainstorm. However, you should note that the material generated by these programs may be inaccurate, incomplete, or otherwise problematic. Be aware that overuse may also stifle your independent thinking and creativity.

You may not submit any work generated by an AI program as your own. If you include material generated by an AI program, you should note this. It is acceptable to use it to help refine your writing, but not to write things from scratch.

Overall, this is a rapidly changing field, and we are not opposed to using it for certain purposes, but much of it is akin to combining two or three people's ideas. It also tends to be formulaic and repetitive. Just use it cautiously and judiciously. There will be a day when you have enough material to draw from that it is just another tool for you. However, at this stage, you are still formulating your own identity as a creator, writer, student, and human, so generative AI has as much potential to harm your growth as it does to help you complete something. Figure out how to help it boost your creativity, not supplant it.

Any plagiarism or other form of cheating will be dealt with severely in accordance with relevant UF policies.

If we suspect you of abusing it (such as when a written submission sounds nothing like you do in class), then we will meet about it.

FACILITIES POLICIES + SECURITY

WARPhaus is equipped with a security system that enables student to access the building *through the east side doors only* during class and supervised Open Studio Hours. Never prop the doors at WARPhaus. The Open Studio Hours schedule will be posted prominently in WARPhaus and available on Canvas. Students will be notified via Canvas about any temporary changes to the schedule. Students should plan to work on and complete projects during supervised hours. TAs/GAs cannot remain, or allow students to remain, at WARPhaus outside of Open Studio Hours. At the end of any Open Studio Hours session, students should assist TAs/GAs in tidying up, checking the building, turning off lights and equipment, and confirming doors are locked and secured. Consult Canvas for comprehensive WARPhaus policies, safety and security measures, and hazmat protocols.

STUDENT NIGHTTIME AUXILIARY PATROL (SNAP)

SNAP provides free nightly escorts anywhere on campus upon request. Escorts are routed on foot and driven trips between 6:30 p.m. and 3:00 a.m. To request an escort, contact SNAP at 352-392-SNAP or via the TapRide Snap app. Requesters provide their first name, location of pickup, and destination, and the SNAP dispatcher determines the best method of meeting the requester's need, at which point a SNAP escort is sent to the location. Students should contact SNAP about 45 minutes before the end of Open Studio Hours.

PARKING

There is no student parking at WARPhaus. Students may temporarily use the east side near the gate to drop off projects or supplies but may not park there. There is one handicapped parking space inside the gate reserved for students and guests with disabilities. Bike racks are inside the gate. ***Do not park in the empty lot across the street—they will tow.***

ATTENDANCE

Students are expected to attend every lecture and studio session on time and in full. There will be a sign-in sheet on the door for each lecture session. Studio attendance will be taken at the beginning of class by TAs.

Between the lecture and studio portions of WARP, there are **three total permitted absences**. These may be personal, medical, or for other reasons, with critiques being the exception. Without proper documentation, missing a critique meeting will be considered an unexcused absence, reducing a student's Attendance + Participation grade (20 points possible) by 1 point. Being more than 5 minutes late or leaving more than 5 minutes early for either lecture or studio more than three times will count, cumulatively, as an absence.

Once three total absences are reached between lecture and studio, each additional absence will result in a 5-point reduction in a student's Attendance + Participation grade. If you are growing concerned about your attendance, please contact your instructor directly. Transparent communication is strongly encouraged.

PARTICIPATION (20 pts)

WARP students are expected to engage actively in both studio and lecture sessions. Successful students will work diligently on their projects during studio hours, complete readings and assignments on time, and reliably bring all necessary materials to studio sessions. They will engage deeply in individual research by seeking out artists and designers (please note, we often use the word artist to mean any creative occupation such as designer, studio artist, performance artist, etc) whose work is relevant to their own interests, and by attending campus lectures, art exhibitions, and other cultural programming.

Serious WARP students converse regularly with their peers about art and design inside and outside of class and contribute to class discussions on aesthetics, politics, philosophy, science, and current events. WARP relies upon a community of focused, critical, and empathetic students. Your peers will be among your most significant assets at university. Find people you can bounce ideas off of and share in-progress work with, and support you in your projects.

During lectures and studio sessions, students are expected to be present physically and mentally. That means no aimless, course-irrelevant internet usage, no social media, and no working on assignments for other courses. Cellphones should be silenced and stored for the entirety of class. WARPbooks, not laptops or tablets, should be used for all notetaking unless a student requires accommodation (if the accommodation does not come from the DRC, then you must talk with the instructors about this and then stick to the class when on a laptop or we may require formal documentation). If you work on a laptop, it is your responsibility to share/export it in a format similar to that of WarpBooks so that graduate students and instructors can easily see your progress, notes, etc. An example would be working with Microsoft OneNote or Notion.

PARTNER SYSTEM

Each student is paired with a WARP Partner. Please exchange contact information with one another and make a habit of checking in with one another. When a student misses class, they should contact their partner to obtain the missed information.

GRADING

Note: Although WARP is a single course, it counts as two ART courses (6 credits in total). There are 100 pts available in WARP.

20 pts — Attendance + Participation

Please consult the Attendance and Participation (10pts) sections above for details.

45 pts — Studio Projects

Detailed project outlines, including expectations and grading criteria, will be posted to Canvas.

- Project 01 (15 pts) — Text + Image | Critique: 02/02 and 02/06 (week 4)
- Project 02 (15 pts) — 50/50 Performances: 03/02 & 03/04 (week 8)
- Project 03 (15 pts) — Monuments | Exhibition: Friday, 04/10 / Critique: 04/13 & 04/15

15 pts — WARPbooks

Detailed mandatory WARPbook components will be posted to Canvas.

- WARPbook Check 01 (05 pts) | Due: 02/09 (week 5)
- WARPbook Check 02 (05 pts) | Due: 03/09 (week 9)
- WARPbook Check 03 (05 pts) | Due: 04/13 (last week)

15 pts — Writing Assignments + Reading Presentations

Detailed writing assignment outlines, including expectations, examples, and grading, will be posted to Canvas.

- Writing Assignment 01 (05 pts) — Ekphrasis—Writing from an Artwork: Close Looking and Description | Due: 01/27 (week 3)
- Writing Assignment 02 (05 pts) — Artist Research + Response Paper | Due: 02/27 (week 7)
- Group Presentation (05 pts) — Jenny Odell – *How to Do Nothing: Resisting the Attention Economy* | Due: Varies

05 pts — Studio Clean-up

Participation in the Monuments Exhibition Deinstall + Studio Clean-Up is mandatory.

WARP Overall Grading Scale

A	93 to 100 pts
A-	90 to 92 pts
B+	87 to 89 pts
B	83 to 86 pts
B-	80 to 82 pts
C+	77 to 79 pts
C	73 to 76 pts
C-	70 to 72 pts
D+	67 to 69 pts
D	63 to 66 pts
D-	60 to 62 pts
F	59 points and below

Studio Projects Grading Rubric

Late Studio Projects will lose two full points for each day—not class meeting—that they are late. Further, by submitting a Studio Project late, one forfeits receiving peer critique and discussion about their work.

A — Exceptional — 14 to 15 points

Project meets all requirements and exceeds expectations for an undergraduate-level artwork. Student critically synthesizes course content, discussions, and feedback towards an advanced presentation of media fit for exhibition. Student engages methods of distribution outside of project requirements.

B — Above Average — 12 to 13 points

Project meets all requirements and exceeds some expectations. Student incorporates course content, discussions, or feedback into the presentation of their media.

C — Average — 10 to 11 points

Project meets most requirements. Student may appear to incorporate some course content, discussions, or feedback in the presentation of their media, though said incorporation is mostly superficial.

D — Unsatisfactory — 8 to 9 points

Project ignores requirements and/or does not relate to course content.

F — Failing — 7 points or lower

Project is incomplete.

Writing Assignment Grading Rubric

Late Writing Assignments will lose a full point for each day—not class meeting—that they are late.

A — Exceptional — 5 points

Paper meets all requirements and exceeds expectations for undergraduate-level writing. Student critically synthesizes course content, discussions, and themes into a readable, well-researched, thought-provoking document that is free from grammatical errors, superlatives, and unfounded speculation.

B — Above Average — 4 points

Paper meets all requirements and exceeds some expectations. Student incorporates course content, discussions, and themes into a well-written, original document with minimal grammatical errors.

C — Average — 3 points

Paper meets most requirements. Student may appear to incorporate some course content, discussions, or themes into their writing, though incorporation is mostly superficial. Paper includes more than three glaring grammatical errors.

D — Unsatisfactory — 2 points

Paper ignores requirements and/or does not relate to course content. Paper includes multiple grammatical, factual, and/or logical errors. Paper appears to be unedited.

F — Failing — 1 point or lower

Paper is unreadable and/or nonsensical, is plagiarized, or was written using artificial intelligence.

ART MATERIALS, TOOLS, AND SUPPLIES

Beginning **Friday, Jan 16**, students should have procured:

- WARPbook (provided by UF)
- Blue (or green) painters' tape (whatever width, length you prefer)

- Pad or roll of newsprint (at least 11 x 13")
- Assortment of graphite pencils (HB, 2B, 4B, 6B, 8B)
- Handheld pencil sharpener
- Erasers (one hard, such as a Pink Pearl, and one kneaded)
- X-acto knife and blades
- Self-healing cutting mat
- 12-in (minimum) straight-edge metal ruler
- Tacky Glue + glue stick
- Scissors
- Wet-work-appropriate clothing
- Closed-toed shoes

Optional, but useful, items:

- Additional drawing materials (colored pencils, pastels, ink, Sharpies, vine or compressed charcoal)
- Inexpensive brushes (2 thick, 2 medium, 1 thin)
- Acrylic paint (red, yellow, blue, black, white)
- Canvas
- Drawing paper
- Assortment of small jars with lids, plastic containers, and disposable cups
- Elmer's, wood, or other glue
- Glue gun + glue sticks
- Additional tapes (gaffer, clear/packaging, duct, electrical, etc.)
- Needles, thread, or other hand-sewing supplies
- Scrap fabric
- Scrap cardboard
- Wood
- Camera (smartphone, digital, or film)
- Modgepodge or acrylic gel medium
- Flash drive

Additional materials will be up to each student, depending on how they choose to approach their projects. Keep in mind that Gainesville has ample thrift stores, garage sales, flea markets, and other inexpensive places to source interesting materials. WARP also has an idiosyncratic inventory of various supplies.

A partial list of places to source materials:

Repurpose Project	1920 NE 23rd Ave	(352) 379-4600
JOANN Fabric	3202 SW 35th Blvd	(352) 338-4511
Michaels	3644 SW Archer Rd	(352) 377-9797
Lowe's (SW Gainesville)	3101 Clark Butler Blvd	(352) 448-2000
Lowe's (NW Gainesville)	2564 NW 13th St	(352) 367-8900
Home Depot (N Gainesville)	5150 NW 13th St	(352) 371-8459
Home Depot (W Gainesville)	7107 NW 4th Blvd	(352) 331-7440
SoMA Art Media Hub	619 S Main Street Ste 3	(352) 792-6554
FabLab	978 SW 2nd Ave, Rm 117	fablabhelp@dcp.ufl.edu
Utrecht	online	http://utrechtart.com
Blick	online	http://blick.com
Thriftbooks	online	http://thriftbooks.com

WEEKLY OVERVIEW

Note: A detailed, up-to-date weekly schedule is available on Canvas. Subject to change.

WK 01	01/12 to 01/16	Introduction to WARP
WK 02	01/21 to 01/23 (no Monday)	Text + Image
WK 03	01/26 to 01/30	Text + Image
WK 04	02/02 to 02/06	CRITIQUE: Text + Image
WK 05	02/09 to 02/13	Performance
WK 06	02/16 to 02/20	Performance
WK 07	02/23 to 02/27	Performance
WK 08	03/02 to 03/06	PERFORM: 50/50 Performances
WK 09	03/09 to 03/13 (next week is spring break)	Monuments
WK 10	03/23 to 03/27	Monuments
WK 11	03/30 to 04/03	Monuments
WK 12	04/06 to 04/10	EXHIBIT: Monuments
WK 13	04/13 to 04/17	CRITIQUE: Monuments/Clean UP
WK 14	04/20 to 04/22 (no Friday)	Field Trips
WK 15	04/29 3-6pm	Official Final

IMPORTANT DATES

Studio Happenings

Critique: Text + Image	02/02 and 02/06
Studio Clean-Up	02/06
Perform: 50/50 Performances	03/02 & 03/04
Studio Clean-Up	03/09
Exhibit: Monuments	04/10
Critique: Monuments	04/13 & 04/15
Deinstall: Monuments	04/15
Studio Clean-Up	04/17

Writing Deadlines

Ekphrasis: Writing from an Artwork: Close Looking and Description	01/27
Artist Research + Response Paper	02/27

WARPbook Checks

- WARPbook Check 02/09 (week 5)
- WARPbook Check 03/09 (week 9)
- WARPbook Check 04/13 (last week)

CAMPUS RESOURCES

<https://go.ufl.edu/syllabuspolices>

QUESTIONS?

Need to know more about anything contained in this syllabus? Please contact your instructor.