



Media Arts Seminar

Midterm and Final Project

Midterm due: October 6th at the start of class

Final Due: Media Arts & Technology Final Show or TBD by Museum Administrator

Learning Objectives:

Communication skills

Ability to collaborate, delegate, and assume responsibility

Make a social impact

Utilize your unique skill base

Become vested in a community-based project

Project Goals:

Every year for the final project, the Media Arts Seminar class collaborates with a community-based organization. This year we will work with Cabrini Martinez, Museum Administrator from the City of Las Vegas Museum and Professor Eric Romero, scholar of Southwest Studies at NMHU, and Mimi Roberts, Museum Consultant, to put together the exhibit, ***Indigenous Las Vegas, New Mexico.***

Located at the meeting of the mountains and the plains, Las Vegas, New Mexico, and its surrounding region has a long history of human habitation and blending of cultures, yet the important role of Indigenous peoples is often misrepresented or missing from traditional accounts. In 2021, for the first time in its history the CLVM, in partnership with NMHU Media Arts, will feature Native American cultural heritage beginning in December and continuing indefinitely.

Project Goals

1. Show how Las Vegas is situated geographically at the border between the mountains and the plains. Reimagine the border as a zone, not as a separation but as a third space where peoples and cultures have mixed. Indigenous culture is a significant but often overlooked part of the region's blended cultural heritage.
2. Focus on the local rather than the "big picture" to make content relatable. "The more local, the more meaningful." (Prof. Eric Romero) Local histories and cultural heritage tie into the big picture but these stories are often hidden or forgotten.



3. Focus on indigenous food sovereignty and food heritage, from farming practices (e.g., three sisters), to harvest, to distribution/sharing.

Project Description

The centerpiece of the physical display and virtual exhibit for the CLVM will be a digital mural created by two students in the media arts seminar class. The mural will celebrate Indigenous food sovereignty and food heritage beginning with the migration of people and crops from Mesoamerica. Imagery could include “Three Sisters” gardens, domestication of turkeys, making jerky, hunting, foraging wild foods, and other food traditions that the students will research under the guidance of Professor Eric Romero, project advisor. If time and budget permit, the design team could also create a banner for the outside of the building.

The second component of the project will be a game inspired by Indigenous hunting stories designed by two students in the class. Like Joseph Campbell’s hero’s journey, Indigenous hunting stories follow a similar structure and provide a framework that is highly adaptable to being interpreted and played as a game. The hunt is also a theme that is relevant to Indigenous Futurisms in game design. Indigenous Futurisms is a science fiction-inspired genre centering on Indigenous perspectives on the past, present, and future and that offers creative potential for sending players on a metaphorical hunt for information about Indigenous history, traditions, ways of knowing, and contemporary political and cultural realities.

For your midterm you will submit a project plan that outlines what you will complete during the second half of the semester and a schedule of deliverables (see example linked on class webpage). Since you will be in the design team or the game development team, you will adjust your deliverables accordingly. Your project goals, your plan, and your schedule of deliverables is due on Wednesday, October 6th at the start of class and you will present your plan to the class and project advisors on that day.

The final for this class will be the museum exhibit that, depending on COVID restrictions, will either be installed in the museum or created as an online exhibit.

At the conclusion of this project, all deliverables must be turned in electronically, in their native file format for archiving purposes. **The exhibit opening will be during finals week.**



You will be assessed based on the following criteria

Midterm

Did you present a project goal that outlines what you will complete during the second half of the semester?

/25

Did you communicate with the project advisors to obtain research materials relevant to your final deliverable? /25

Did you include a schedule of deliverables?

/25

Did you have your presentation ready at the start of class on Wednesday, October 6th? /25

Final

Did you effectively use research materials to inform your final project? /25

Did you adjust your timeline and schedule of deliverables as you progressed through the project? /25

Did you continue to meet with and get feedback from the project advisors? /25

Was your final project completed/installed by the end of the semester in time for the opening? /25