Principal Investigator:
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Department of Media Production and Studies
Faculty of Fine Arts

Title:
Interactive Media and Performance Curriculum Creation and Research Development

Timeline and Milestones:

Research Phase I - Winter 09
 Research for Pedagogy and Curriculum
 Research of Local Hip Hop Narratives

Creation and Curriculum Development Phase I - Spring 09
 Creation and Development of Pedagogy and Curriculum
 Creation and Production of New Technologies for Classroom (Vinyl)

Pilot Project Phase I and II – Fall 09/ Winter 10
 Introduction of Research and Curriculum into 2 Courses (FA 300 and FA 802)

Writing and Dissemination Phase I and II - Winter 10/ Spring 10/ Fall 10
 Writing of Scholarly Article on Hip Hop Narratives and Research
 Writing of Scholarly Article on Teaching and Learning Enhancements
 Dissemination of Results at Conferences
  International Association for the Study of Popular Music (IASPM)
  Canadian Association for Cultural Studies
  Teaching and Learning Workshops as part of
  The Flatland Scratch Seminar and Workshop Series IV
  Faculty of Fine Arts Lecture Series

Signature of Department Head

Signature of Dean of Faculty of Fine Arts

Project Overview, Objectives, Scope, Dissemination:
Interactive Media and Performance Curriculum Creation and Research Development

The primary objectives of my CRC research program are 1. to spearhead a range of projects focused on how interactive media-based performance cultures initiate new dialogues concerning issues of identity, community, social relations, politics, anxiety, space and citizenship; and 2. to understand the significance of regionalism, cultural identity, access to new technologies, and a consciousness of resistance in relation to these music cultures within the context of Canada. For the Teaching and Learning Scholars research program, my objectives are to research, develop, and introduce new curriculum and technologies to enhance undergraduate and graduate (as well as community) teaching and learning opportunities in the CRC/CFI funded Interactive Media and Performance (IMP) Labs in consultation with members of the hip hop community in Saskatchewan towards the following three goals:

1. To complete the research for and creation of pedagogical resources specifically for the Interactive Media and Performance Labs (IMP), including curriculum documents for workshops on the new technologies (both hardware and software) ranging in proficiency levels;
2. To complete the research for and creation of scratch records as a pedagogical tool to be used for DJ skills in the multi-media DJ workshop/ performance IMP Labs;
3. To complete the groundwork research for an article on the historical development of Hip Hop Culture in Saskatchewan.

The research, pedagogical documents, and scratch records will be published (and the vinyl pressed) as research, teaching and learning resources designed as part of the CRC research program and IMP Labs here at the University of Regina. The documentation of the history and development of hip hop culture in Saskatchewan will be published as a scholarly article and will also be used to further my ongoing SSHRC-funded research on Canadian Indigenous Hip Hop Culture (full-length manuscript).

Teaching and Learning Questions:
1. How can I utilize the research program and infrastructure of the IMP Labs to enhance undergraduate and graduate teaching and learning, as well as networking with the local, regional, national, and international communities?
2. How should the technologies (hard and soft) in the labs be integrated into fine arts interdisciplinary teaching and learning?
3. What are the innovative and transformative possibilities of the IMP Labs for teaching and learning at the University of Regina and beyond?

Relevance to Discipline:
The CRC research program and IMP Labs are addressing interdisciplinary ways of teaching, learning, and knowing in the Faculty of Fine Arts. The courses that I teach are innovative hybrid courses, traversing the in-between and borders between studies and practice often found separated in the disciplines of fine arts. These questions and the proposed research project is highly relevant to the disciplines in Fine Arts, specifically,

Media Studies and Production, Popular Music, Interactive Media and Performance, and Interdisciplinary Studies.

Method of Approach and Timeframe:
During the Winter 09 term I will consult with artists from Saskatchewan's Hip Hop community, as well as my contacts at the DJ Academy of Scratch in New York and the ScratchLab in Toronto, to conduct research on history, skills, and copyright in order to create curriculum documents for DJing, Beatmaking, Emceeing, and Remixing Workshops at the beginner, intermediate, and advanced levels. The difference in skill set will be integrated into interdisciplinary fine arts courses at various levels (FA 200, FA 300, FA 400, and FA802) as complements to the theoretical work of the course. From this research consultations and subsequent documents, I will then work with artists, DJ Quartz, Def 3, and Stinson to create and produce IMP Scratch Records to be used in the workshops as a pedagogical tool. Throughout this process I, along with my research assistant, will interview the artists about their experiences of how hip hop developed in Saskatchewan. My research assistant will also assist with the transcriptions of the interviews, discourse analysis of media sources and any other documentation in print or on-line resources on the history of Hip Hop in Saskatchewan. Once the material has been compiled, the article will be written. I foresee the research and fieldwork stage as a 6-month project, the pilot-project (or trial phase) as happening over two terms, and the development of a scholarly article, conference papers, workshops, and public lecture presentations occurring primarily winter 10, spring 10, and fall 10.

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Impacts on My Colleagues Teaching and Learning Practices:

The impacts of this project will be substantial for our entire faculty through the creation, development, and implementation of new ways of teaching and learning, using innovative technologies and unconventional classrooms. The research and curriculum will be available for the faculty to use and adapt depending on their own disciplinary needs.

Advancement of the CTL's Mandate:

The project will advance the work of the CTL in support of teaching and learning in three specific ways: 1.) The project will allow for the creation and development of research, curriculum, and pedagogical practices that are innovative and that fall outside of the understood 'norms' of teaching and learning, thus allowing for alternative ways of teaching, learning, and knowing to be valued and enhanced. 2.) This research represents new uses for both old and new technologies in relation to teaching and learning. 3.) This project will partner the CTL with the IMP Labs and its innovative 5-year CRC research program.

This research project continues to reflect my commitment to creating links between the university, the Hip Hop Culture, and the inner city youth communities in Saskatchewan, as well as my commitment to bringing artists, researchers, and community members together to utilize the infrastructure created for the IMP Labs.