



Georgia Institute of Technology

Interactive Music Group Syllabus

Course Numbers 2601, 3601, 3602, 4601, 4602, 6603, Variable Credits

Class Day(s), Time, Location

Instructor Information

General Course Information

Description

Design musical instruments, installations, and interactive systems that will be showcased and/or used in performance. The Interactive Music Group brings the ambitions of the Guthman Competition to a student-driven setting. The group aims to provide an inspiring environment for students to stretch and grow their creativity through making. With a focus on socially conscious making, we will design musical instruments, installations, and interactive systems that will be showcased and/or used in performance. We are particularly interested in projects where students express themselves and engage with current issues in Atlanta. Pre- &/or Co-Requisites

Course Goals

Teams are:

- Multidisciplinary - drawing students from all disciplines on campus
- Vertically-Integrated - maintaining a mix of sophomores through PhD students each semester.
- Long-term - each undergraduate student may participate in a project for up to three years, and each graduate student may participate for the duration of their graduate career.

The continuity, technical depth, and disciplinary breadth of these teams are intended to:

- Provide the time and context necessary for students to learn and practice a range of professional skills, contribute to a project, and experience and experiment with participating in different roles or aspects of projects. We want you to feel empowered to experiment and learn new skills.
- Support long-term interactions between graduate and undergraduate students. Teams will be led by graduate students and PhD students, and the instructors of record.
- Enable completion of a large-scale, multi-year project.

Learning Outcomes

- Learn and practice research and analytical skills.
- Make contributions to the team project
- Experiment with different roles on a large, multidisciplinary team.

Course Requirements & Grading

VIP teams function like real-world project teams. Members work on different aspects of a shared project, ranging from sophomores to graduate students, and from first-time participants to those with multiple semesters of experience. Students may enroll for variable credit hours, which are considered in grading.

Note: Zero-credit enrollment is reserved for paid participants and follows the same grading criteria.

Grading Overview

Each student is evaluated across three core areas, with three mandatory requirements. Regardless of role or experience, students must demonstrate achievement in all three areas:

1. Documentation and Records (33%)

- Maintain individual documentation (required).
- Contribute to team documentation

2. Personal Contributions (33%)

- Complete assigned quizzes, modules, essays, or reports.
- Engage actively in the project.
- Pursue knowledge relevant to the project.
- Contribute to technical progress.
- Experienced members may also contribute to project management.

3. Teamwork and Interaction (33%)

- Participate in peer evaluations. Failure to submit results in a full letter grade deduction.
- Attend meetings on time.
- Collaborate toward team goals.
- Coordinate and assist teammates.
- Contribute to team presentations.

Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

Course Materials

Materials/Resources

Bring your computers and headphones to every class.

Digital documentation will be kept on anytype, Microsoft notebooks, Overleaf, and GitHub. Please coordinate with your team leader to select the appropriate management platforms. We will provide the majority of components. Students are also expected to use these free resources (note: some require you to complete a training session). All of you should check these out!

- [the hive](#) - has many components available to students for free. Many resources for fabrication such as 3D printing.
- [Invention Studio](#) - has many components available to students for free. Many resources for fabrication such as 3D printing, a woodshop, CNC, welding, and more.
- [craft lab](#) - in the IPaT Building that has free resources for making wearable electronics such as sewing machines, 3D printers, etc.
- IPDL - hosted by industrial design. Noah is an amazing resource and loves working with music students.

Course Website and Other Classroom Management Tools

Peer evaluations are administered by the VIP Program [Click Here](#) to access peer-evaluations from off campus. [Click here](#) to access from on campus. You will be prompted to sign in. Users can only log in from on campus or via [VPN](#). Students can only access the peer evaluation portion of the system during active evaluation periods.

Course Policies, Expectations, & Guidelines

VIP is a collaborative, multidisciplinary, project-based learning and research experience. Your success in this course depends not only on your technical contributions but also on your active engagement with your team and the broader learning process.

Your Role in the Learning Process

As a VIP student, you are expected to:

- Take initiative in exploring and applying knowledge relevant to your project.
- Collaborate effectively with team members across disciplines and experience levels.
- Document your work thoroughly.
- Reflect on your learning and contributions throughout the semester.

This course is a real-world team environment, where learning is dynamic, self-directed, and collaborative. Your growth depends on your willingness to engage, contribute, and learn from others.

Team Meetings and Participation

Attendance and active participation in **team meetings** and **sub-team meetings** are required. These meetings are essential for:

- Coordinating project tasks and timelines.
- Sharing progress and receiving feedback.
- Learning from peers and mentors.
- Contributing to team decisions and direction.

Failure to attend meetings without valid reason may negatively impact your grade and your team's progress. If you anticipate missing a meeting, communicate with your team and advisor in advance.

Use of External Resources

You are encouraged to consult external sources to support your learning and project work. However:

- Do **not present someone else's work as your own**.
- Always **cite and reference** external materials used in your notebook, code, presentations, or other deliverables.
- Proper attribution is essential to maintain transparency and integrity in a collaborative research environment.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. [Review Georgia Tech's Honor Code](#) and the [student Code of Conduct](#).

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, [contact the Office of Disability Services](#) (404-894-2563) as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Attendance and/or Participation

Attendance and participation are important for learning. Being present in class and participating in discussions is a part of your grade. If you are late, you will only receive half credit for the day.

Extensions, Late Assignments, & Re-Scheduled/Missed Exams

In general, late assignments will not be accepted. Late assignments will only be accepted if you email me in advance and we agree on an alternate due date, or if you have a personal and/or family emergency.

Inclement Weather and Digital Learning Days

If a weather-related event affects campus operations, we will pivot to digital instruction. School closures are announced via email and G-Tens messages. Students will be required to check for Canvas announcements (I will try to post them by 9:00 a.m.). I will inform students if we are moving to Zoom or will have remote activities.

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. [The Student-Faculty Expectations](#) articulate some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

Student Use of Mobile Devices in the Classroom

Instructor Choice of Policy

Additional Course Policies

VIP Room and Equipment Use Policy

VIP rooms and equipment are shared resources used by multiple teams. To ensure a productive and respectful working environment, the following rules apply:

1. Room Usage Priorities

Room use is prioritized as follows:

1. Scheduled team meetings, lectures, and learning modules
2. Weekly sub-team meetings (multiple groups may share the space)
3. Video conferences or special meetings with VIP stakeholders
4. Other project-related work (multiple groups may share the space)

Room schedules are available on the VIP website.

Note: A “good neighbor” policy applies—students may use rooms during other activities as long as they do not cause disruption. Quiet individual work or studying is allowed when it does not interfere with scheduled uses. Similarly, multiple groups may use a VIP room at the same time.

2. Cleanliness and Conduct

- Everyone is responsible for keeping rooms clean.
- Food is allowed, but spills must be cleaned immediately.
- **Gum must be disposed of properly—do not stick it under desks or on carpets.**
- Rooms are monitored by cameras; violations may be reviewed via video.

3. Equipment Use

- Equipment may be designated for general use or assigned to specific teams.
 - General use examples: Projector in Klaus 1440, monitors in VL 465 and VL 463B.
 - Equipment assignments may change each semester.
- If unsure about equipment access, contact: vip-request@ece.gatech.edu
- Use equipment only for its intended purpose. Misuse may pose safety risks.

Important Equipment Rules:

- Equipment may not be removed from VIP rooms without a signed loan agreement approved by a VIP Director.
- You are financially responsible for any equipment not returned in good condition.
- You must know how to operate equipment safely. Approval to use equipment does not imply safety training has been provided.

4. Computer Accounts

- Accounts are for individual use only—do not share with others.
- All usage must comply with Georgia Tech, USG Board of Regents, and State of Georgia policies.
- Respect privacy and data integrity. Having access to a file does not mean you are authorized to read or modify it.

5. BuzzCard Access

- Access is a privilege and is logged.
- Rooms are under video surveillance. In cases of theft, vandalism, or messes, logs and footage will be reviewed.
- Do not allow unauthorized individuals into VIP spaces.
- Always secure the room (close the door) when leaving.

Campus Resources for Students

Undergraduate Student Academic Success Resources:

A list of resources for undergraduate students' academic success and information about advising can be found at [Success at Tech](#).

- 1:1 Tutoring: Students looking for additional assistance outside of the classroom are advised to consider working with a peer tutor through Knack. Georgia Institute of Technology has partnered with Knack to provide students with access to verified peer tutors who have previously aced this course. To view available tutors, visit gatech.joinknack.com and sign in with your student account.

Graduate Student Academic and Professional Success Resources:

A list of resources for graduate students is given on the [Office of Graduate and Postdoctoral Education](#) website. Specific information for [current graduate students](#) includes

- [Academic Resources](#) such as the Communications Center, Language Institute, Library, Catalog, Registrar, resources for conducting research, Advocacy and Conflict Resolution resources, and how to manage unexpected situations that may impact your academic performance;
- [Student Resources](#) such as Campus Services, Child Care/Family programs, Health & Wellness, Career Services, and the Student Resource Guide; and
- [Professional Development](#) such as the programming from the Career Center and other professional development resources and events”]

Student Well-Being:

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A [comprehensive list](#) of wellness related resources has been compiled and maintained by the Office of the Vice President for Student Engagement and Well-being (student-resource-guide.gatech.edu)