FOUNDATIONS OF CREATIVE CODING: AET 319 – SPRING 2017

Foundations of Creative Coding is a hands-on artist's guide for expressing original ideas directly in computer code using the graphics language Processing. Students will learn to make computer tools for implementing their own artistic visions. We'll explore the computer's role as artist's medium in the context of major ideas in contemporary art, and we'll work on original coding projects with skills developed in regular classroom exercises.

Coding Projects:
1. Design original Screen Creature, static and interactive
2. Variables and more flexible behavior for the Screen Creature
3. The Screen Creature as object
4. Arrays of Screen Creature-objects, strange behaviors
5. Ecosystem with un-dead Screen Creatures
6. Elaborated ecosystem with un-dead Screen Creatures, incorporating sound

Instructor: Dr. Shirley Steele
        Office hours: Wednesday, 1-2, CLA 0.124
        Email: steele@austin.utexas.edu

T.A.: Yanxian (Jackie) Liu
        Office hours: Friday, 12-1. CLA 1.102 (tutorial session)
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COURSE INFORMATION:

Text: *Learning Processing,* 2nd edition, Daniel Shiffman
Language: Processing – download from https://processing.org

The class will meet MW 12 – 1, in CLA 1.102 for lecture and in small group labs for one hour on Wednesday afternoons in CLA 0.124 for hands-on coding experience. Optional tutorial sessions will meet Fridays 12 – 1, in CLA 1.102.

The course schedule can be found on Canvas.

FORMAT & PROCEDURES:

Expected classroom behavior: take notes, ask many questions, and attend class for the entire duration. Make a solid effort on each project outside of class, so that you may have many questions to contribute to the discussion.

Cell phone use, including texting, is not allowed. Keep cell phones stored and turned off during the duration of class. Laptops must be closed during lectures (Monday and Wednesday). Please bring laptops to Wednesday afternoon lab sessions and Friday tutorials.

CLASS ATTENDANCE & PARTICIPATION POLICY:

There will be occasional, short in-class quizzes. In addition, classes will include extensive discussion of the relationship of new media to contemporary art practice. These concepts are not found in the textbook and will be available only in class. Testing will be on this material, as well as on coding in Processing. In order to do well in this course, you must come to class.

If you must be absent from class because of a religious holiday, you must let the instructor know in writing at least 2 weeks in advance.

EVALUATION:

Your performance in this class will be evaluated using your scores for exams, individual projects, and class/lab participation. The weights of each of these components are listed below.

50% OF GRADE:
      mid-term exam
      final exam
      occasional in-class pop quizzes

50% OF GRADE:
      individual projects
      class and lab participation

LATE WORK POLICY:

Turn in your assignments on time. This permits grading to start promptly after the submission deadline so that assignments maybe returned promptly.

If you do not finish an assignment by the deadline, your score will be reduced by half. If you do not turn in the assignment in the 24 hours after the deadline, the assignment will not be accepted. If you were sick or there was some unusual circumstance why you could not turn in the assignment, speak to the instructor as soon as possible to work out a possible accomodation.

USE OF EMAIL:

All students should become familiar with the University's official e-mail student notification policy. It is the student's responsibility to keep the University informed as to changes in his or her e-mail address. Students are expected to check e-mail on a frequent and regular basis in order to stay current with University-related communications, recognizing that certain communications may be time-critical. It is recommended that e-mail be checked daily. The complete text of this policy and instructions for updating your e-mail address are available at http://www.utexas.edu/its/help/utmail/1564

HONESTY:

The University is committed to preserving the reputation of your degree. It means a lot to you. In order to guarantee that every degree means what it says it means, we must enforce a strict policy that guarantees that the work that you turn in is your own and that the grades you receive measure your personal achievements in your classes:

Every piece of work that you turn in with your name on it must be yours and yours alone unless explicitly allowed by an instructor in a particular class. Specifically, unless otherwise authorized by an instructor:

1. Students may not discuss their work with anyone except the instructor and other members of the instructional staff (TA, Section Leader or Lab Proctor).
   2. Students may not acquire from any source (e.g., another student or an internet site) a partial or complete solution to a problem or project that has been assigned.

You are responsible for complying with this policy in two ways:

1. You must not turn in work that is not yours, except as expressly permitted by the instructor of each course.
   2. You must take all reasonable precautions to prevent your work from being stolen. It is important that you do nothing that would enable someone else to turn in work that is not theirs. Do not share your work with anyone else. Make sure that you adequately protect all your files. Even after you have finished a class, do not share your work or published answers with the students who come after you. They need to do their work on their own.

IMPORTANT: The penalty for academic dishonesty will be a course grade of F and a referral of the case to the Dean of Students Office. Further penalties, including suspension or expulsion from the University may be imposed by that office.

For the purposes of this course, acts that exceed the bounds defined by the approved collaboration practices will be considered cheating. Such acts include:

1. Copying solutions, code, or programs from someone else or giving someone else your solutions, code, or programs, except insofar as you are working together in a team.
   2. Participation in a discussion group that develops a solution that everyone copies, again other than in a context of making team decisions on project strategies.

Critical dates: See the UT calendar for details http://registrar.utexas.edu/calendars