San José State University
Department of Art and Art History
Art 101, Digital Media Art, Section 02, Fall 2020

Course and Contact Information

Instructor(s):	Lark Alder
Office Location:	Art Building 325
Telephone:	NA
Email:	Lark.alder@sjsu.edu
Office Hours:	Wednesday 3:30pm – 5:00pm
Class Days/Time:	Tues/Thurs 3:00m – 5:50pm
Classroom:	NA
Prerequisites:	Art 74 + Art 75
Units: 3	

Course Format

This is a technology-intensive studio class. Lectures and labs are required. All course materials, submissions, and communication will be through the Canvas Leaning Management System course login website at http://sjsu.instructure.com.

Course Description

Experimental applications in creative coding as an art practice. Focus includes programming interactivity, generative graphics, intro to data visualization and user interface and user experience strategies. Prerequisite: ART 074, ART 075 or instructor consent. Misc/Activity: 6 hours activity

New/Emergent Media Art—more than any other artistic medium—is marked by its relationship to developing technology. With each advancement in media/communication technologies, early advocates champion the potential for democratization of idea exchange and positive social impact. However, these utopian visions are quickly subsumed by often dystopian realities of institutional power and control. While building technical skills in HTML/CSS and JavaScript with the p5.js library, we will discuss both the internet's potential for collaboration and also its pitfalls as an unprecedented mechanism for surveillance and control. The course will follow a feminist, anti-racist history of computing, covering surveillance capitalism, algorithmic bias, data gaps, and prioritizing students' lived experiences in relationship to the internet. We will look at examples of early NetArt from the 1990s to the present, highlighting expressive and critical uses of the web, critical/queer interactivity, and tactical media.

Course Learning Outcomes (CLO)

Student Learning Objectives
Upon completion of this course, students will be able to:

CLO1- Develop strategies for students to create their own custom software as art.

CLO2 - Develop criteria for evaluating how to design and produce interactive digital media.

CLO3 - Identify the broad trends of interactive digital media and its aesthetics.

CLO4 - Plan and practice writing simple programs in a several different programming languages/authoring systems.

CLO5 - Articulate and recite introductory programming concepts related to artist making code in different programming languages/frameworks like Processing, Javascript, PHP.

CLO6- Build HTML/CSS based webpages to document their artwork and creative process

Required Texts/Readings

Required Readings
No required textbook. Readings will be available on Canvas in pdf format.

Recommended Text (optional)

Make: Getting Started with p5.js: Making Interactive Graphics in JavaScript and Processing, by Lauren McCarthy, Ben Fry, and Casey Reas

Web Design and HTML, CSS JavaScript and jQuery Set, (2 books), by Jon Duckett

Course Web Materials
ART 101 Course materials can be found on the Canvas Leaning Management System course login website at http://sjsu.instructure.com. You are responsible for regularly checking Canvas and your email for updates. Please make sure your Canvas contact works by viewing the syllabus announcement during the first day of class.

Library Liaison
Gareth Scott

email: gareth.scott@sjsu.edu
phone: (408) 808-2094
King Library 4th Floor

Art and Art History Resources: **https://libguides.sjsu.edu/Art**

Course Requirements and Assignments

Success in this course is based on the expectation that students will spend, for each unit of credit, a minimum of 45 hours over the length of the course (normally three hours per unit per week) for instruction, preparation/studying, or course related activities, including but not limited to internships, labs, and clinical practica. Other course structures will have equivalent workload expectations as described in the syllabus.

This course will be following a flipped classroom model for learning. Activities traditionally expected in the classroom v. homework will be flipped. **You are expected to watch video tutorials outside of class. Class will focus on lab time to complete assignments (traditionally thought of as "homework").** Class will also be used for discussion of artists and readings, active learning exercises, review, quizes, and

This optimizes time for peer and instructor support (a great way to minimize frustration while learning to code). All shorter assignments can be completed in class. Culminating projects for each node might require work outside of class. Video tutorials will be relatively short. Students will be expected to code along with the video: the code itself will not be provided.

There are 5 nodes in this class, each with short exercises and a culminating project.

Node 1: Avatar – you will create an animated avatar that responds to user input.

Node 2: Randomizer – build a meaningful (but random) randomizer ;)

Node 3: Drawing Machines – create a program that creates unique, compelling visual output based on user interaction.

Node 4: Radical Play — design and build a game that challenges conventions of play.

Node 5: Final Project – Move your skills beyond what has already been covered to create a Final Project of your choice. Demos and exercises will be provided in class, but it is expected that you also seek out tutorials on your own.

Grading Information

Students are required to submit all course assignments on Canvas. Students must also be present for project critiques: **critiques are not optional.**

Determination of Grades

Late Policy

All assignments must be presented on the due date. For each day the work is late, the work decreases by half a grade (a B+ goes to B-, a B- to a C+, etc.). **Remember finished is better than perfect: It is better to turn something in than nothing at all**. Late projects will not have the opportunity for a critique, and none will be accepted 2 weeks after the deadline. Extensions will only be granted under unusual, extenuating, or emergency circumstances.

All projects are evaluated based on their conceptual content, technical proficiency, and presentation according to the criteria provided below.

Relative weight of course requirements:

Assignment type breakdown:

3 Projects @ 10% each = 30%

1 Final Project = 20%

15 Short assignments (code tutorials) @ 2% each = 30%

12 Quizes @ <1% each = 10%

15 Short responses (discussion prompts) @ <1% each = 10%

Total = 100%

Extra Credit:

Attend a talk / art show and submit 1 page response = 3%

Grading Criteria:

A: Excellence

The student fully commits to their project, both conceptually and technically. The final work created not only meets the criteria but it exceeds it. The student demonstrates a full understanding of the course content, and is able to apply that understanding in making original work with their own personal style.

B: Above Average

The student shows an understanding of the expected criteria for the assignment, and a sincere attempt to engage the conceptual framework. The quality of the project is good but not stellar. Technical understanding is demonstrated but has room for improvement.

C: Average

The student demonstrates a limited understanding of the conceptual framework of the assignment, and/or technical execution is underdeveloped with issues that could have been addressed in class or during office hours. The work would improve if more time and/or attention was dedicated to the project.

D: Below Average

The student only shows the slightest understanding of the intent of the assignment. There is a general failure to follow the intent and nuance of the assignment. The project can only be described as something that needs a great deal of work before it is considered something that is complete and meeting the requirements.

Numeric grade equivalents:

Grade		*Percentage*
A plus		*97 to 100%*
A		*93 to 96%*
A minus		*90 to 92%*
B plus		*87 to 89 %*
B		*83 to 86%*
B minus		*80 to 82%*
C plus		*77 to 79%*
C		*73 to 76%*
C minus		*70 to 72%*
D plus		*67 to 69%*
D		*63 to 66%*
D minus		*60 to 62%*

Please note: Except in cases of documented emergencies, incomplete grades are not given in this course.

“All students have the right, within a reasonable time, to know their academic scores, to review their grade-dependent work, and to be provided with explanations for the determination of their course grades.” See University Policy F13-1 at http://www.sjsu.edu/senate/docs/F13-1.pdf for more details.

Additional Note:

This syllabus is subject to change, in the event of unforeseen circumstances, or in the case that changes will significantly enhance the quality of the course.

Department Advising

For information about majors and minors in Art & Art History, for change of major/minor forms and a list of advisors: http://www.sjsu.edu/art/ or the Art & Art History department office in ART(H)/(PHOT) 116, 408-924-4320, art@sjsu.edu

Classroom Protocol

Group Agreements

We may discuss controversial issues, difficult subjects, and matters that are personally important to someone in the class. We will work together to craft group agreements (code of conduct) outlining our agreed-upon guidelines for creating a respectful class environment. It is expected that students will act in accordance with group agreements for the remainder of the semester.

Participation:

- Participation in class discussions, critique, and giving feedback to your peers on their work is **mandatory**.
- On Presentation days you must be able to explain and give a clear presentation of your work.
- Students are expected to participate in discussion and peer support in the class Discord server.

Online Class Protocol:

All classes will meet via Zoom during the regular class hours. Students may ask questions in the Zoom chat or use the “hand raise” icon to get the professor’s attention. Students are asked to remain on mute while not speaking, should arrive punctually for the Zoom classes, and adhere to the Netiquette guidelines outlined in Canvas. Federal, state, CSU system, and campus regulations on conduct including harassment and discrimination against other students or faculty apply to the onlineenvironment, just as in face-to-face instruction.

Notes on Zoom Privacy:

Meeting Transcripts - Zoom allows participants to communicate with group messages to all of the meeting participants and/or to send private messages to individual participants. Although it seems

reasonable that private messages stay between two people, please be aware that private chats *sent to the host* will be included in the transcript (but not private messages sent between student participants).

Meeting Attendance Report - Zoom provides a roster of people who attended the meeting along with the times they joined and left the meeting.

Meeting Recordings - Parts of classes (lectures only) will be recorded in Zoom and posted to Canvas. Only the active speaker will be captured in Zoom recordings. If you would like to remain anonymous, you have the option to remain silent during recording sessions or remove identifying information (name and picture). Though you may watch the videos online, you are not permitted to download the videos.

Cameras: If possible, it is expected that students enable their cameras, especially during small group breakouts. However, enabling your webcam does not affect your success in the course. Please let the professor know if you have special needs or requests around video, eg. technological barriers and privacy of family members.

University Policies

Per University Policy S16-9, university-wide policy information relevant to all courses, such as academic integrity, accommodations, etc. will be available on Office of Graduate and Undergraduate Programs' Syllabus Information web page at http://www.sjsu.edu/gup/syllabusinfo/."

Accommodation:

Please let the instructor know on the class intro form if you need accommodations or assistive technology due to a disability. Students who need special accommodations should work with the Accessible Education Center (AEC) and the instructor.

Course Schedule

Art 101, Section 02: Digital Media Art, Fall 2020

This syllabus is subject to change. The instructor will let you know when there are changes in the schedule.

Week	Date	Module	Topics | Readings | Viewings	Assignments
1	8/20	0: COURSE INTRO	Code of Conduct Group reflection on Avatars	Complete student info form Join Discord

2	8/25	1: AVATAR	Discuss Reading Drawing in p5: calling functions How tell the computer what to do	Response - Reading “The Dads of Tech” Avatar sketch on grid (ungraded)
	8/27		Drawing in p5: calling functions	1.0 - Make your avatar: use at least 5 different drawing functions and built-in width/height values Quiz
3	9/1		Functions: restructure your drawing into functions	1.1 - Re-organize your avatar code into functions to eliminate repetition. Create 3 or more functions and use function parameters/arguments at least once Response - Artists viewed in class
	9/3		Variables Setup and draw loops Console.log & string operations Intro to operators	1.2 - Replace a value with a dynamic variable tied to the microphone: make your avatar react to sound input !  Quiz
4	9/8		Logical statements and operators Conditional / if statements User interaction: Mouse position	1.3 - Mouse interaction: shapes/colors change when your mouse moves

	9/10		Incrementing values	1.4 Variables increment to create time-based movement (ie. something falls on its own) Quiz
5	9/15		Classes	1.5 - Create a class to draw a new object and draw multiples of it to the screen Response - Artists viewed in class
	9/17		Lab / Review In-class group code challenge	Quiz (In-class code challenge)
6	9/22		Present Avatars GitHub Using Atom Intro to objects	Project 1: Avatar due Response: Avatar project slide / description
	9/24	2: RANDOMIZER	HTML / CSS Review Adding p5 sketch to webpage Objects + arrays	2.0 Create repositories to host your avatar and randomizer as GitHub project pages Quiz
7	9/29		Objects + arrays Text in p5 Deleting items from arrays	2.1 - Randomizer Start Response (TBA)

	10/1		Modifying the DOM - How to have JavaScript interact with HTML/CSS	2.2 Randomizer Complete (just in p5.js Canvas) Quiz
8	10/6		HTML/CSS Review UI/UX	2.3 - Randomizer w/ DOM input Response (TBA)
	10/8		Present Randomizers Review In-class group code challenge	Project 2: Randomizer due Quiz
9	10/13	3: DRAWING MACHINE	Discuss response to Buolamwini video User interacton: Mouse/keyboard events	Response: Video - Compassion through Computation: Fighting Algorithmic Bias | Joy Buolamwini
	10/15		Exercise: Intro to for loops Make p5 canvas full screen	3.0 - Make a simple drawing machine (vids 3.0-3.6) Quiz
10	10/20		2d array (grid / nested for loops) Pair class exercise in recreating drawings using loops	3.1 - Add randomness to your drawing machine Response (TBA)
	10/22		Response: Creative vision / critical content to your drawing machine	3.2 - Add loops to your drawing machine Quiz

11	10/27		(Buffer day)	Response (TBA)
	10/29		Present Drawing Machines	Project 3: Drawing Machines Due Quiz
12	11/3	4: RADICAL PLAY	Player controller and collision Creating states in games	4.0 Keyboard control + collision Response: Queer Failure + No Fun
	11/5		Revisit classes Spawn objects	4.1 Spawn enemies + game stages Quiz
13	11/10		Art for games	Response: Artists viewed in class
	11/12		Lab / Review / Catchup	Quiz
14	11/17		Play games Share Final Project Ideas	Project 4: Games Due Response: Final Project Ideas
	11/19	5: FINAL PROJECTS	Present Final Project Proposals	Final Project Proposal Due

15	11/24		Present Final Project Proposals Lab / Review	Response: Artists viewed in class
	11/26		No class - (Un)Thanksgiving / Indigenous People's Sunrise Ceremony	
16	12/1		Lab / Review	
	12/3		Last Day of Instruction!	
17	12/8		No class	
	12/10		No class	
	12/11		Finals Meeting + Class party - 2:45-5:00pm	Final Projects Due
18	12/15		LAST DAY TO SUBMIT ALL ASSIGNMENTS	
	12/17			