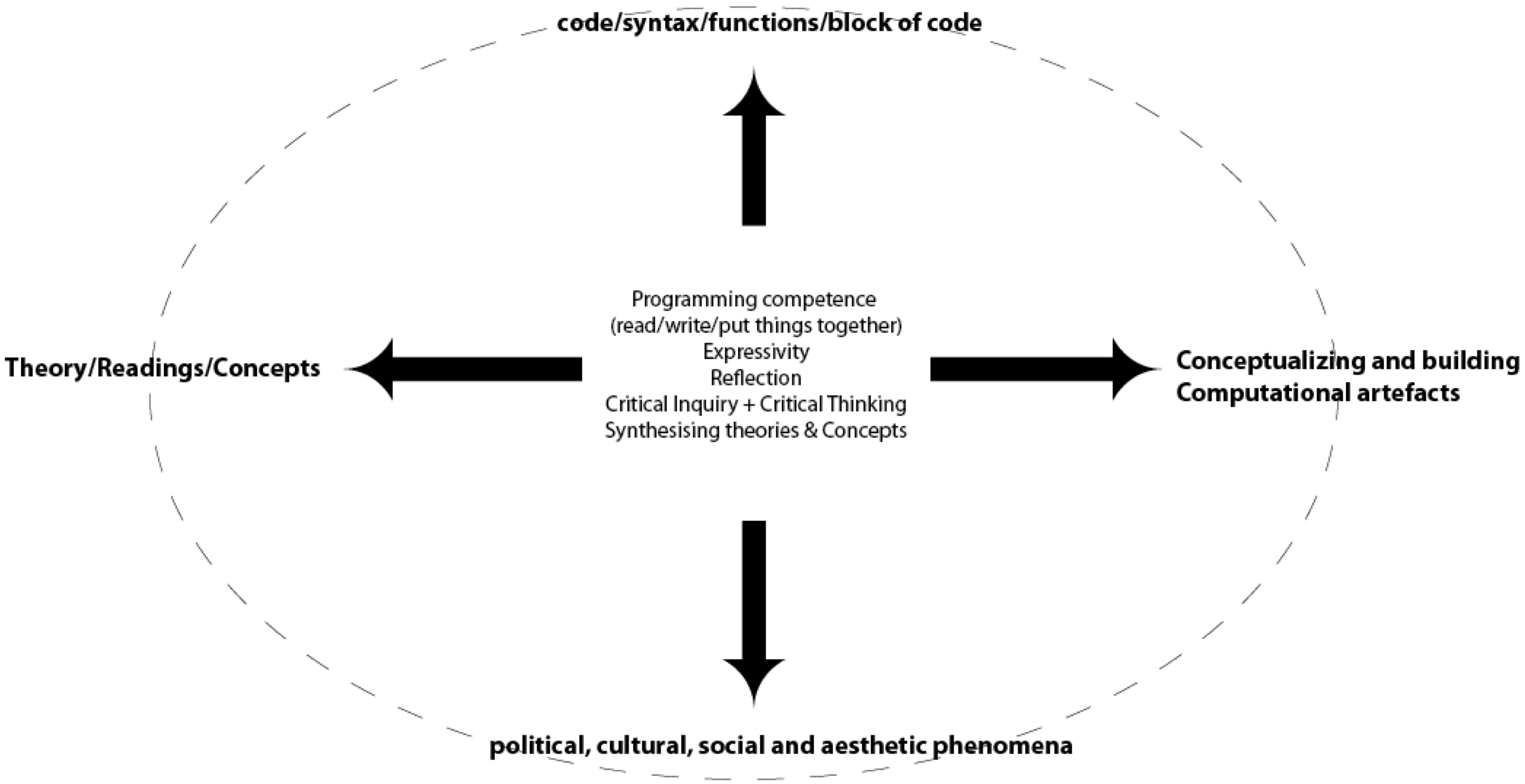
20 ECTS / around 25 hours per week

“Aesthetic Programming” is a practice-oriented course requires no prior programming experience but with an interest in using code to explore the relationship between art, design, technology and culture within the context of software studies. The course introduces **computer coding as an aesthetic, expressive, creative and critical endeavour beyond its functional application**. It explores coding as a practice of reading, writing and building, as well as **thinking with and in the world, and understanding the complex computational procedures that underwrite our experiences and realities in digital culture.** Through coding practice, students are able to contextualize, conceptualize, articulate, design, build, write and run a piece of software. Emphasis is placed on the student acquiring practical skills of expression through an introduction to programming, and this course uses P5.js primarily, which serves as a foundation for further courses on Digital Design.



code/syntax/functions/block of code

Theory/Readings/Concepts

Programming competence
(read/write/put things together)
Expressivity
Reflection
Critical Inquiry + Critical Thinking
Synthesising theories & Concepts

Conceptualizing and building
Computational artefacts

political, cultural, social and aesthetic phenomena

Toward a Framework of Aesthetic Programming (in higher education) Pedagogy 1.2 by Winnie Soon

Schedule

Exam schedule: 12-14 Jun 2018 (Tue to Thur)

- 30 mins preparation time
- 10 mins presentation (an on-site question + the assigned question, 5 mins each)
- 10 mins discussion together
- 5 mins discussion within examiners only
- 5 mins feedback on grade and exam

Exam RUNDOWN

1. First of all you draw a hidden question on a specific programming term [e.g Please discuss “object” within the realm of Aesthetic Programming in 5 mins. - this is just an example]
2. You have 30 mins preparation time. [You will take the question and go to another room to prepare a short response.]
3. For the first 5 mins max, you respond to the question above.
4. You are then asked to make a short presentation (for a further 5 mins max.) based on this pre-assigned question: **“Draw a concrete technical example from your final project and discuss any one of the aspects of code that informs your critical reflection on digital design/culture.”**
5. 10 mins discussion together (based on what you have presented and submitted).

Few notes as follow:

- feel free to bring your computer/pen/notes/blank paper if you think they help your exam.
- no live coding
- Read again the course outline on the course expectation

Reflection

1. What have you discovered about this course?
2. What have you learned?
3. What advices would you give to next year students to study this AP course?

Evaluation

1. Class (both Tue and Wed): structure, learning resources, facilitate independent learning?
2. Guest lectures: Nick Montfort, Tobias and Tilde, Anders Visti
3. One artwork/design work + sample code per week
4. Weekly themes
5. Weekly readings at home: both theoretical and functional one.
6. Technical progression (shapes, transformation, interactivtiy, OOP, generativity, JSON + language, API, flow chart, ML)
7. Peer tutoring + Peer discussion + peer feedback + peer support
8. Weekly mini exercises (brief, your own work, other people's works, work individually and collaboratively, peer feedback, teaching team's feedback, discussion at tutorial class)
9. Final project (flow chart, draft, supervision, RUNME/README, final project presentation)