// Programming for Artists

// Project 3 assignment guidelines (30%)

NOTES:

You will need to manage your time to ensure you don't leave this till just before the assignment is due. Connor is your go-to for code help. Be sure to contact him early to go over any problems you encounter. I will not be available evenings or weekends.

Also, I WILL NOT MARK WORK IF:

- project doesn't open
- sketch doesn't run due to errors (comment out appropriate code to ensure sketch runs)
- citations not clearly indicated (url to specific code)
- your name & project name not at the top of main sketch tab

Due: (section A: Mon. Dec. 7) / (section B: Thurs. Dec 3 (Group A) / Tues. Dec. 8 (Group B)

// THEME: COVID 19

This final project is an opportunity to either delve more deeply into an aspect of Processing which we've covered in class or to tackle something we haven't had time to explore together. Either way, the idea is to pick some aspect of Processing which grabs your interest and use the time allotted to see where you can take your coding. Although it's up to you to decide largely how you will tackle the theme of COVID 19, as the last project of the term, your work will need to demonstrate a firm grasp on basics as well as your continued explorations in Processing.

This project will need to move beyond what you've worked with in your previous assignments (or significantly build on aspects of earlier work) in terms of scope, sophistication, comprehension, and execution (technical, conceptual, and aesthetics). Your project must go beyond a technical exercise. In other words, think about designing a program that reveals something about COVID to us or about ourselves and how we're dealing with this pandemic and all the collateral damage.

Some ways you might approach the theme of COVID 19:
• Your personal experience
• Broader: family, friends, community, nation, global
• Isolation, distancing, mental health, financial, technical
• COVID 19 pros & cons

Some possible structures (merely indicative, there are, of course, others you might pursue):
• Interactive
• Animation

- Game: e.g. Choose-Your-Own-Adventure

- Collage (image / sound)

- Generative (algorithm that constantly updates to introduce changes to sketch as it plays)

Please note: as usual, your submitted sketch must follow the requested submission criteria. Also, thorough commenting is expected here, as it was for all previous assignments.

// Submission

Using appropriately named tabs in your sketch please include:

- your name & project title (main tab)

- explicit and thorough citation of all sources used & indicate what the code does / why you've used it as source material

- clear and informative instructions on how user can interact with your program

- Clearly and "properly" (spelling, grammar, etc.) written explanation of your project. Please address such aspects as:

    - Description of project

        - What was your take on the theme of COVID 19? Why?

        - How does the form you chose (interactive, for example) support / enable your your ideas?

        - Talk about how your design choices (formal elements such as colour, shape, movement, etc.) support your interpretation of the theme

    - Any challenges you encountered and how you dealt with them

- Did your project change much along the way? If so, why?

- Please use the following naming convention: First_Lastname_Proj3.pde
- Ensure your name and the assignment title appears at the top of your sketch
- Upload your Processing **folder** to moodle (sketches not in their Processing folder or sketches whose names don't match the folder name **will not be marked**)

// Evaluation

- meets all assignment criteria
- comprehension of concepts employed (demonstrated through code structure and comments)
- exploration of Processing elements previously not required in assignments and / or significantly sophisticated development in working with established coding concepts
- critical design / aesthetics (comprehensive integration of critical, creative, conceptual, and technical skills applied to theme of project)
- does the work tackle the theme of the project in an interesting / engaging / challenging way; does it go beyond technical exercise?