Creative Coding 1
MART 120 Syllabus Fall 2020

MART 120 Section 00
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You can contact me via TeamViewer or Zoom
For those of you who are taking the course online, I will start a zoom meeting during office hours in which you can join and ask questions that way too.
Please feel free to set up an appointment using my calendaring program.

https://calendly.com/michael-cassens/120-meeting

URL: http://umonline.umt.edu/

Overview:

This class is designed to give you a good general understanding of software development and logical reasoning. This course focuses on introducing general programming concepts using a few different languages. This course will introduce all of these concepts through visual based and written languages. There will be a number of hands-on opportunities so that you can become proficient in using these tools. We will also gamify the course so that you can have an opportunity to earn more points.

- General Computing Concepts
- Logical Reasoning and Critical Thinking
- Multiple programing paradigms

Upon completing this course, a student will be able to:

- Understand basic logic using Artists from Code.org and Art Lab and Game Lab
- Visual based programming along with the foundations of written programming
- Build visually interactive programs using p5.js and Processing
- Understand how to debug and enhance programs

Attendance:

Attendance is mandatory however I realize there are times when you must be absent. It is your responsibility to make up the work. Please give me advance notice of any absences, and I will provide you with the same courtesy.
Class is fully online, however, **I am asking for weekly check-in sessions from each student via email, text, Zoom, etc.**

Grading:

Homework 60%
Final Project/Portfolio 40%
Final Portfolios Turn In Wednesday Nov 25th, 2020 11:59 PM

All Assignments will be submitted through Moodle assignments. If you have trouble with your submission, please send them to

michael.cassens@mso.umt.edu

Your subject must be MART 120 Assignment # (e.g MART 120 Assignment 1)

If you have multiple files, please zip all your files and label your file: "MART120LastNameAssignment1.zip"

Grading Scale

100-93	**A**
93-90	**A-**
89-87	**B+**
86-84	**B**
83-80	**B-**
79-77	**C+**
76-74	**C**
73-70	**C-**
69-67	**D+**
66-64	**D**
63-60	**D-**
59-below	**F**

P/NP – pass/no pass, 70 or greater is passing determined by Media Arts Department policy, which is a C or better.

Late Assignments:

- Late assignments will not be accepted. Sorry for the inconvenience.

Requirements

- Required Texts**:**
  - **None**
  - **I will assign some readings, but there are no textbooks**

- Pre-requisites for this course: **None**
- Software:
  - **Visual Studio Code or Atom (or any other choice)**
  - **GitHub Desktop or Command Line**
  - **Alice**

- **Scratch**

Suggestions:
- It would be beneficial to ask as many questions as you can.
- Feel free to set up an appointment if you need help. I am here to help you understand and do well.

Collaboration:
- I encourage you all to work together through problems – make sure you comment who you worked with at the top of the page, but copying and plagiarism will not be tolerated. If you are caught cheating, I will give you an F for the course.
- Please refer to the Student Conduct Code in how this will be dealt with: http://life.umt.edu/VPSA/student_conduct.php

Incompletes:

"Incomplete for the course is not an option to be exercised at the discretion of students. In all cases it is given at the discretion of the instructor…." Some guidelines for receiving an incomplete are listed in the catalog which include having **a passing grade up to three weeks before the end of the semester** and being in attendance. "**Negligence and indifference are not acceptable reasons**." Also note that there may be financial aid implications.

Late Drops:

The University's policy on drops after **45** days of instruction is very specific. The School of Media Arts follows this policy rigorously. There are five circumstances under which a late drop might be approved: registration errors, accident or illness, family emergency, change in work schedule, no assessment of performance in class after this deadline. Except in very unusual circumstances, I will only approve late drops if there is documented justification for one of these circumstances.

Disabilities:

This course is accessible to and usable by otherwise qualified students with disabilities. To request reasonable program modifications, please consult with the instructor. Disability Services for Students will assist the instructor and student in the modification process. For more information, visit the Disability Services website at http://life.umt.edu/dss/.

Class Etiquette:
- Be respectful of your fellow classmates.
- Call me anytime if you have a question.
- Profanity and Obscenity will not be tolerated in class or assignments.

Special Dates:

- Sept 7th, 2020 – Labor Day – No class
- Nov 3rd, 2020 Election Day
- Nov 11th, 2020 – Veteran's Day – No class

- Nov 25th, 2020 – Final Day of Class
- **Final Project Turn In: Nov 25th, 2020 11:59 pm**

Tentative Schedule:

Week 1 Syllabus Review and Overview of the course and create GitHub repository
Week 2 Introduction of Computer Concepts and Logical Reason using Code.org https://studio.code.org/s/artist/stage/1/puzzle/1 and Art Lab
Week 3 Scratch
Week 4 Play and App Lab – Code.org
Week 5 Alice
Week 6 HTML
Week 7 CSS
Week 8 JavaScript
Week 9 Introduction to p5.js
Week 10 Math objects, basic math operators
Week 11 Logical and Relational Operators and Mouse Events, loops and control structures
Week 12 Functions
Week 13 Arrays, Classes, Objects
Week 14 Work on Final Project
Week 15 Final Project Turn In– **Wednesday Nov 25th, 2020 11:59 pm**