

Creative Coding 1

MART 120 Syllabus Spring 2019

MART 120 Section 00

Instructor: Michael Cassens

Office: McGill 230

Office Hours: MW 1:00-2:00 pm, T 10-11 am or by appt

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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.

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 programming 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
- 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, but I will hold live sessions Monday 12:00 am – 1:00 pm via Zoom.

Grading:

Homework 60%

Final Project/Portfolio 40%

Final Portfolios Turn In Friday Dec 13th, 2019 11:59 PM (I hope that isn't a bad omen!) I was born on a Friday the 13th so I hope it is a good omen.

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

100-90 A, A-	79-70 C+, C, C-	59-and beyond F
89-80 B+, B, B-	69-60 D+, D, D-	

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 (your choice)**

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 Computer Science Department 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:

- Aug 26th, 2019 Classes Begin
- Sept 2, 2019 – Labor Day – No class
- Sept 16, 2019 Out of town – No live session
- Sept 25, 2019 Out of town – No live session
- Nov 11, 2019 – Veteran’s Day – No class
- Nov 27-29, 2019 – Thanksgiving – No class
- Dec 6, 2019 Last Day of class
- **Final Project Turn In: Dec 13th, 2019 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 and Game Lab
Week 3 Scratch
Week 4 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 Thanksgiving

Week 15 Images and Sprites

Week 16 Final Project Turn In- **Friday Dec 13th, 2019 11:59 pm**