CREATIVE PROGRAMMING 3

DETAILS

Instructor	Prof. Jeff Thompson
Email	jeff.thompson@stevens.edu
Office/hours	Morton 208, Mon/Wed 10am-12pm
Meeting times	Mondays 1–4.50pm
Location	Visual Arts & Technology Lab, Morton 201
Course materials	https://github.com/jeffthompson/creativeprogramming2

COURSE DESCRIPTION

In this advanced course, you use the skills and ideas developed in the previous courses to create a body of creative work at the intersection of code, art, and design. After an initial "ramp-up" assignment, you'll create projects throughout the semester in an open-ended way: your ideas might (should) shift and change as you get feedback and refine your work. This may result in a single, large-scale project, a series of smaller works, or some combination. The goal is to build a creative practice, a visual and creative language, and to develop finished and well-documented work for your portfolio. To accomplish this, we'll have a series of in-progress critiques throughout the semester as well as individual meetings.

ATTENDANCE

Because this class will cover so much technical material, and because our process of experimentation and critique is collaborative, attendance is mandatory. You are allowed two absences per semester to use at your discretion – each additional absence will result in your final grade being lowered by ½-letter. Late arrivals will be marked tardy, with 3 tardies equaling one absence. The only exception is severe illness – if this is the case, please let me know as soon as possible and provide a doctor's note documenting your illness.

HOMEWORK

Because this is an advanced course, the majority of the semester will be spent developing independent projects. This means spending lots of time outside of class not just working on making stuff, but also thinking about what you want to make, finding materials and resources needed, figuring out what you need help with, and planning a reasonable timeline

to accomplish everything. **TLDR: the more time you put into your work, the more you'll get out.**

During the semester, we'll have individual "studio visits" to discuss your work in progress and to provide technical and conceptual help. We'll have periodic group critiques with Creative Programming 2, as well as a final crit. During these crits you may have fully-finished work or things in-progress, but these will be the primary point of feedback on your work. You'll want to consider how you present the work (do you hang prints in the hall or show things onscreen?), what you want to get feedback on, and how you want to explain your project.

GRADING

The goal of all assignments is for you to think and make. Everyone comes from a different background and experience, so I'll be looking for improvement, curiosity, engagement, and a willingness to experiment. A grading rubric will be provided with each assignment to help you understand what is expected and how you did.

To get a C (an average grade) you should:

- Put time into your projects each week
- Complete everything on time
- Participate in critiques and discussions

For a B or an A, you should additionally:

- Take risks and try things enthusiastically
- Show improvement over the course of the semester, especially things that don't come easily to you
- Be an active and unsolicited participant in critiques and discussions
- Take assignments beyond their minimum requirements

Final grades will be determined as follows:

- Initial ramp-up project: 5%
- Homework: 70%
- Class participation: 25%

LEARNING ACCOMMODATIONS

The goal of this class is for everyone to succeed. Stevens and the VA&T program are dedicated to providing appropriate accommodations to students with documented disabilities. The Office of Disability Services (ODS) works with undergraduate and graduate students with learning disabilities, attention deficit-hyperactivity disorders, physical disabilities, sensory impairments, psychiatric disorders, and other such disabilities in order to help students achieve their academic and personal potential. They facilitate equal access to the educational programs and opportunities offered at Stevens and coordinate reasonable accommodations for eligible students. These services are designed to

encourage independence and self-advocacy with support from the ODS staff. The ODS staff will facilitate the provision of accommodations on a case-by-case basis.

If you have any questions about learning accommodations, please don't hesitate to talk with me during or outside of class.

PRONOUNS

As this course includes lots of interaction between students, it's important for us to create an environment of inclusion and mutual respect. This includes the ability for all students to have their chosen gender pronouns and chosen name affirmed. If the class roster does not align with your name and/or pronouns, please inform me of the necessary changes.

INCLUSION STATEMENT

Stevens and the VA&T program believe that diversity and inclusiveness are essential to excellence in academic discourse and creativity. In this class, the perspective of people of all races, ethnicities, gender expressions and gender identities, religions, sexual orientations, disabilities, socioeconomic backgrounds, and nationalities will be respected and viewed as a resource and benefit throughout the semester. Suggestions to further diversify class materials and assignments are encouraged. If any course meetings conflict with your religious events, please do not hesitate to reach out to me to make alternative arrangements.

COURSE CALENDAR

Please note this is subject to change – be sure to check GitHub and your email regularly. Homework and readings are listed for the days they are assigned.

WEEK 1   **BLOCK PRINTS 1**
In-class   Introductions, syllabus, structure for this class
Demo   Processing refresher, block-printing and laser-cutter basics
Homework   Create Block Prints sketch, laser-etch your printing block; begin thinking about what you want to make this semester

WEEK 2   **BLOCK PRINTS 2**
In-class   Printing an edition of your blocks
Homework   Finish printing as necessary, scan one of your prints, project proposal

WEEK 3
Critique   Group crit of Block Print projects, print exchange
Feedback   Small-group feedback on project ideas

FEB 18   **PRESIDENT'S DAY, NO CLASS (MEET THE NEXT DAY)**

WEEK 4   **NOTE! We meet on Tuesday this week!**

Feedback	Individual studio visits
Homework	Work ready for crit

WEEK 5   **CRIT 1**
Critique   Group crit of work in progress

WEEK 6
Feedback   Individual studio visits

WEEK 7
Feedback   Individual studio visits

MAR 18   **SPRING BREAK, NO CLASS**

WEEK 8
Feedback   Individual studio visits
Homework   Work ready for crit

WEEK 9   **CRIT 2**
Critique   Group crit of work in progress

WEEK 10
Feedback   Individual studio visits

WEEK 11
Feedback   Individual studio visits
Homework   Work ready for crit, installation plan

WEEK 12   **CRIT 3**
Critique   Group crit of work in progress and installation plans

WEEK 13   **CLASS VISIT**
In-class   Visit to Small Data Industries
Homework   Finish work for final critique

WEEK 14   **FINAL CRITIQUE**
Critique   Group crit of projects with Creative Programming 2
Homework   Record documentation of your project(s)

EXAM   **DOCUMENTATION DUE**
Online   Turn in documentation of your finished project(s)