

Interactive Art & Creative Code

3135 | Art & Technology Studies | Wednesdays 9:00AM—4:00PM | 9/27 -12/10 | Maclean 416

instructor **Andrew Kaye** | email akaye@saic.edu | phone 814.706.3554

description

This studio course investigates the creative possibilities in programming, from interactivity to information visualization. Students explore interactive narratives and games, software art, simulations and emergent behaviors, and other code-based forms. Lectures, discussions, and demonstrations provide a conceptual, aesthetic and technical foundation in programming as a creative practice. Techniques and concepts are presented through the open-source programming environment OpenFrameworks with an introduction to the Raspberry Pi hardware platform.

objectives/outcomes

- foundation in creative coding.
- projects spanning conceptual and creative ideas.
- interfacing of both hardware and software in creative practice.

textbooks

google.com

supplies

google.com/chrome/

site

interactiveart.io

evaluation

Participation: Process work, class critiques, class preparedness, attendance and work done in class

schedule

The class schedule is subject to change at the discretion of faculty based on necessary adjustments to specific activities relevant to this course. Updates to the schedule will be shared with the class as appropriate.

Faculty reserve the right to make changes and/or adjustments to the syllabus.

1

introductions

review syllabus

overview of interactive art & creative code

assignment: watch an eye-o video

2

discussion: eye-o artists

demo: getting up to speed with interactive tech

workshop: getting started with ofSketch

assignment: technology as a symptom and dream(pdf)

exercise: getting started with ofSketch // read ofBook ch. 1 &2

bring at least two ideas for project 1

3

workshop: ofSketch

discussion: open source

assignment: ofBook ch. 3

project 1: start!

4

discussion: sensorium

workshop: continuing ofSketch

assignment: read the culture of time and space(pdf)

continue working on Project 1

5

project 1: critiques

workshop: raspberry pi

assignment: art in the age of spiritual machines(pdf)

6

discussion of reading

workshop: continuing with raspberry pi

assignment: project 'sketch' exercises due next class

shanken - new media art and contemporary art(pdf)

7

discussion: new media art

workshop: OF & Xcode

8

work day

assignment: interactive art(pdf)

9

project 2: critiques

discussion: interactive art

prepare for final critiques

workshop: advanced RPi

begin final projects

10

workshop: networking

assignment: tbd.

11

tbd.

12

Advanced Topics

13

Advanced Topics continued...

14

Final Critiques

Advanced Topics continued...

15

Final Critiques

Advanced Topics continued...

Policies

Accommodations for Students with Disabilities:

The School of the Art Institute of Chicago is committed to full compliance with all laws regarding equal opportunities for students with disabilities.