

Digital Media Art

ART 101

Spring 2026 Section 03 In Person 3 Unit(s) 01/22/2026 to 05/11/2026 Modified 02/06/2026

Contact Information

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Course Information

New/Emergent Media Art—more than any other artistic medium—is marked by its relationship to developing technology. With each advancement in media/communication technologies, early advocates champion the potential for democratization of idea exchange and positive social impact. However, these utopian visions are quickly subsumed by often dystopian realities of institutional power and control. The current paradigm of building and working with computers as a medium is rapidly shifting with agentic coding / vibe coding / AI assisted building. We will look at examples of early NetArt from the 1990s to the present, highlighting expressive and critical uses of the web, critical/queer interactivity, and tactical media.

Course Description and Requisites

Experimental applications in creative coding as an art practice. Focus includes programming interactivity, generative graphics, intro to data visualization and user interface and user experience strategies.

Prerequisite: ART 074, ART 075 or instructor consent

Misc/Activity: 6 hours activity

Letter Graded

Program Information

Department Name: Art and Art History
Department Office: ART 116
Department Website: www.sjsu.edu/art
Department Email: art@sjsu.edu
Department phone number: 408-924-4325

Course Learning Outcomes (CLOs)

Learning Outcomes

Upon successful completion of this course, students will be able to:

L01: Develop strategies for students to create their own custom software as art.

L02: Develop criteria for evaluating how to design and produce interactive digital media.

L03: Identify the broad trends of interactive digital media and its aesthetics.

L04: Plan and practice writing simple programs in several different programming languages/authoring systems.

L04: Articulate and recite introductory programming concepts related to artists making code in different programming languages/frameworks like Processing, Javascript, PHP.

L05: Build HTML/CSS based webpages to document their artwork and creative process

University Policies

Per [University Policy S16-9 \(PDF\)](http://www.sjsu.edu/senate/docs/S16-9.pdf) (<http://www.sjsu.edu/senate/docs/S16-9.pdf>), relevant university policy concerning all courses, such as student responsibilities, academic integrity, accommodations, dropping and adding, consent for recording of class, etc. and available student services (e.g. learning assistance, counseling, and other resources) are listed on the [Syllabus Information](https://www.sjsu.edu/curriculum/courses/syllabus-info.php) (<https://www.sjsu.edu/curriculum/courses/syllabus-info.php>) web page. Make sure to visit this page to review and be aware of these university policies and resources.

Course Schedule

Date	Details	Due
Thu Jan 29, 2026	Assignment Introduction Slides!	due by 11:59pm
Tue Feb 3, 2026	Assignment 1.0 - Build and interactive web narrative	due by 12pm
Tue Feb 24, 2026	Assignment Project 1 - Avatar/Data Self Portrait	due by 12pm

Date	Details	Due
Thu Mar 19, 2026	Assignment Data and Homebase	due by 11:59pm
Thu Apr 16, 2026	Assignment Project 2 - Portfolio	due by 11:59pm
Thu Apr 30, 2026	Assignment Project 3 - Fun With Websockets!!	due by 12pm
Thu May 7, 2026	Assignment Final Project	due by 12pm
	Assignment Roll Call Attendance	

Course Summary