M Gmail   **Dan Moore <dan@makeitdoathing.com>**

Code Toolkit: moving forward
14 messages

Rory Solomon <solomonr@newschool.edu>   Thu, Jan 13, 2022 at 3:41 PM
To: Dan Moore <dan@makeitdoathing.com>

Hi Dan,

Thanks for your patience. I'm happy to say that I'd like to move forward hiring you to teach Code Toolkit for the spring semester.

I'll send some emails now to get you in the catalog as the instructor for the course, and to get you on-boarded with HR and payroll.

Let's make a time to talk next week about planning the class and putting together your syllabus. I'd like you to use the syllabus from the fall class as the base structure, but we can talk about where there is space in there for you to re-work things as you think will work well.

I'm also planning to convene a meeting of all faculty teaching this semester in the Code as a Liberal Art program – sometime within the next two weeks. It's optional but I would request that you attend if you're able – if you do, you will be compensated for your time at the rate you're hired at. That will be an opportunity to form some community with other faculty in the program and share some teaching strategies.

I was really impressed by all your technical expertise and I'm very excited to have you teaching this class this semester! Look for some follow-ups from me and others with next steps in the next couple days. If you have any questions please let me know!

Best,
Rory

On Wed, Jan 12, 2022 at 9:50 AM Dan Moore <dan@makeitdoathing.com> wrote:
> Hi Rory,
>
> Just checking in on how things are going?
>
> Thanks,
>
> Dan
>
> On Mon, Jan 3, 2022 at 10:31 PM Rory Solomon <solomonr@newschool.edu> wrote:
>> Hi Dan,
>>
>> Thanks! Great chatting with you as well. So glad you're interested in teaching the class. Let me follow up with your references, check-in with the Dean's office, and get back to you – hopefully later this week.
>>
>> Best,
>> Rory
>>
>>
>> On Mon, Jan 3, 2022 at 7:11 PM Dan Moore <dan@makeitdoathing.com> wrote:
>>> Hi Rory,

Was great chatting with you today! I've attached a copy of my resume.

Thanks,

Dan Moore

On Mon, Jan 3, 2022 at 5:15 PM Dan Moore <dan@makeitdoathing.com> wrote:
> Hi,
>
> I'm on the zoom now.
>
> Thanks,
>
> Dan
>
> On Mon, Jan 3, 2022 at 5:14 PM Rory Solomon <solomonr@newschool.edu> wrote:
>> Great! I'm happy to do any medium you'd prefer.
>> Zoom: https://newschool.zoom.us/my/itsmerory
>> Cell: 646-229-2497
>> Or a different platform.
>>
>> Speak soon,
>> Rory
>>
>> On Mon, Jan 3, 2022 at 4:42 PM Dan Moore <dan@makeitdoathing.com> wrote:
>>> Hi Rory,
>>>
>>> I'm free now if you want to chat.
>>>
>>> Thanks,
>>>
>>> Dan
>>>
>>> On Mon, Jan 3, 2022 at 4:39 PM Rory Solomon <solomonr@newschool.edu> wrote:
>>>> Hi Dan,
>>>>
>>>> Thanks for reaching out. I am in fact still looking for someone for this position. Are you interested? If so I'd love to meet. I could speak any time this week.
>>>>
>>>> Actually trying to spend some time offline tomorrow to Fri, so speaking sometime this afternoon / evening would be ideal. But any time this week would be fine.
>>>>
>>>> Best,
>>>> Rory
>>>>
>>>> On Mon, Jan 3, 2022 at 3:03 PM Dan Moore <dan@makeitdoathing.com> wrote:
>>>>> Hi Rory,
>>>>>
>>>>> Are you still looking for someone to teach this course?
>>>>>
>>>>> Thanks,
>>>>>
>>>>> Dan Moore
>>>>>
>>>>> On Wed, Dec 29, 2021 at 2:15 PM Rory Solomon <solomonr@newschool.edu> wrote:

Hi all,

As I mentioned in my previous email, we're looking to hire an adjunct for the spring semester to teach a class called "Code Toolkit" in Eugene Lang College at The New School.

This is a "just add water" situation in that there is a full syllabus of weekly topics, homework assignments, and two projects all fully mapped out – even including weekly lessons fully written up in prose.

We are hoping to run this as a Javascript class using P5.js but could also do it as Python or Java. The Python version of the class is available here:
        https://classes.codeatlang.com/code-toolkit/2021-fall/
and I would be happy to work with an instructor to adapt the code examples there to P5.js or similar.

Ideal candidates should have completed a graduate degree in media studies, design, or a related field with experience coding in their programming language of choice.

Please contact me directly with any questions.

Best,
Rory

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RORY SOLOMON, PhD (he / him)
ASSISTANT PROFESSOR
DIRECTOR OF CODE AS A LIBERAL ART
EUGENE LANG COLLEGE
DEPARTMENT OF CULTURE & MEDIA
65 W. 11th STREET, NEW YORK, NY 10011
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THE NEW SCHOOL

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[O_o]
This message was posted to OooShiny!
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http://groups.google.com/group/oooshiny/
http://github.com/OooShiny-Community/Code-of-Conduct

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--
Dan Moore
makeitdoathing.com
@theDANtheMAN
dan@makeitdoathing.com

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> > > --
> > > Dan Moore
> > > makeitdoathing.com
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Dan Moore <dan@makeitdoathing.com>   Thu, Jan 13, 2022 at 3:48 PM
To: Rory Solomon <solomonr@newschool.edu>

Hi Rory,

Awesome! Thank you so much! I've started thinking about the syllabus and have a version of yours with modifications up on a private github. If you send me your account I can add you to it if you want to review.

Thanks,

Dan Moore

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Rory Solomon <solomonr@newschool.edu>   Tue, Jan 18, 2022 at 1:21 PM
To: Dan Moore <dan@makeitdoathing.com>

Great! I'm rors on github. I'd love to take a look.

I'm initiating all your hiring paperwork now. Could you please send me your postal address & phone number?

Thanks,
Rory

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Dan Moore <dan@makeitdoathing.com>   Tue, Jan 18, 2022 at 2:41 PM
To: Rory Solomon <solomonr@newschool.edu>

I'm 917-292-9662, mailing address is 110 Rivington St #1R, New York, NY 10002

I'll link you to the GitHub shortly

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Dan Moore <dan@makeitdoathing.com>   Tue, Jan 18, 2022 at 8:26 PM
To: Rory Solomon <solomonr@newschool.edu>

Hi Rory,

I added you to the git. I'm still working through fleshing things out from your notes but adding my own style.

 https://github.com/danzeeeman/code_toolkit_S2022

Thanks,

Dan

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Rory Solomon <solomonr@newschool.edu>   Tue, Jan 18, 2022 at 10:14 PM
To: Dan Moore <dan@makeitdoathing.com>

Hi Dan,

Great. First and most pressing, you should be hearing from Verna de LaMothe (lamothev@newschool.edu) soon, if you haven't already. She'll be processing your onboarding paperwork. I'm sorry to rush you, but time is of the essence so if you could make sure to get everything back to her ASAP, that would be fantastic.

Thanks for adding me to your Github repo. This looks like a great start! I have some small comments, but also an important broader point, which is that I'd like to ask you to stick to the overall progression of topics as outlined in my Code Toolkit schedule, at least in terms of weeks 1-7. The most crucial milestones of our curriculum are:

1. Work in "static" mode initially, using that to introduce students to the grid, pixes, x/y coordinates, and "drawing by numbers" before introducing frames, or animation. So, no code blocks at all and no variables for the first week.
2. Next introduce variables, and explain them as placeholders that could be added into a "drawing by number" composition – i.e., reuse a variable throughout a composition and change it's value in one place to have the entire composition change accordingly.
3. After they understand variables, introduce dynamic mode with the "setup" and "draw" blocks – but do not call them "functions" yet. At this point you will need to explicitly discuss frames and frame rates. I use the metaphor that weeks 1-2 are like a photograph, but now we'll be creating a film or cell animation (sequence of stills). When you introduce the setup and draw blocks, you will have to spend a good amount of time explaining variable scope. This group of students will not understand that concept intuitively. Even if you only want them to use P5 global variables, scope will be important later when they use local variables for other blocks like loops, and later, user-defined functions. At this point you can introduce mouseX and mouseY and talk about responding to user interactivity.
4. Now that they have variables and interactivity, you can introduce if / else, and talk about interaction that is discrete or discontinuous, as opposed to the continuous interactivity of mouseX/mouseY. At this point I show the basic principle of x = x + 1. Believe it or not I find that this is a complex topic in and of itself: the notion that a variable can change a little each frame to create the illusion of motion, and "moving on its own".
5. Now that they have conditional blocks, you can introduce loops, which re-use boolean logic and blocks, but repeat each time. Part of the trick here is to introduce repetition without any data structures. So think about rendering patterns and things.
6. Finally, you can introduce data structures starting with lists. I ask them to think about how they could "keep track" of many things in a loop. And try to lead them to thinking about numerical indexing, and the notion that you can create one variable that holds many values which can be referenced in a list.
7. Only after all that would I recommend introducing user-defined functions as a way of better organizing

programs and creating reusability and modularity. User-defined functions will be one of the most complex topics for them to understand. They will have trouble thinking about how execution steps into a function, with its own scope, and then returns. They will also have trouble understanding parameters as different from global variables.

Keep this order of core topics, but feel free to interleave them by mixing in any other "special topics" that you think would be fun, cool, engaging, motivating, etc. And after getting through that core progression, feel free to take the class in any direction you'd like for the last ~5 weeks by developing the same or different "special topics." These special topics could be things like: more advanced image manipulation techniques, 3D graphics, more advanced data structures like dictionaries, JSON, more advanced user interaction, or walking through fun examples that they might be able to wrap their heads around like Pong, Frogger, Breakout, Space Invaders. You could also use OOP as a special topic. But I caution you that this is very hard for them to wrap their heads around, and it only makes sense to dip into this if the class really understands functions, which is almost never the case. I prefer to do like OOP "lite" by having students create ad hoc objects without classes (or just use dictionaries) and passing them into functions.

For any of the core topics, you can look through my lecture notes for examples, code snippets, and homework exercises that complement those particular skills. I'm not asking you to use all of those, but I think they might help, and also save you a lot of work.

Sorry if I was unclear but the scope of work here is really to customize that core curriculum, customized and embellished as you'd like. Please don't feel like you've been hired to develop an entire semester-long syllabus for this class. That would take a long time! The curriculum outlined here was developed over months and refined over many instantiations of the class.

Does that make sense? Maybe we could chat at some point tomorrow if it would help me to clarify any of this.

Thanks,
Rory
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Dan Moore <dan@makeitdoathing.com>   Tue, Jan 18, 2022 at 11:12 PM
To: Rory Solomon <solomonr@newschool.edu>

Hi Rory,

I think we are on the same page. I was mixing your timeline and the 210 timeline from my TAing notes.....I come from the 'throwing them in the deep-end early mindset.' I can stick to your schedule with respect to loops and stuff. I've already culled the more advanced stuff from the examples I'll show in week 2 and 3 moved loops to 5....

The special topics were all going to be driven off basically what the students were interested in learning for their final projects....Like I was hopefully going to get them comfortable enough with code that they would want to dive into something more challenging. So if they are doing games stuff I'll talk about animations and more game design then....or if they wanna do some data sciencey stuff.... I really want them to nail functions and I think we can do that.

Let's chat tomorrow but what I really want them to do is be comfortable with reading and looking at code. So I was going to basically live code things with them in class on the topics along with really talking out what's going on. But yeah I'll move some stuff around.

Dan
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Dan Moore <dan@makeitdoathing.com>   Tue, Jan 18, 2022 at 11:14 PM
To: Rory Solomon <solomonr@newschool.edu>

Oh yeah I got all the docs back today so they should be good to go.

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Rory Solomon <solomonr@newschool.edu>   Wed, Jan 19, 2022 at 1:06 AM
To: Dan Moore <dan@makeitdoathing.com>

Great. Sounds good. Let's talk tomorrow (Weds) or Thurs. I'm also planning to convene a meeting of all faculty teaching in the Code program this semester. It will be a chance to get a sense of the community, and for us to go over some policies and things. I'll send a when2meet, but hoping I might be able to get people together Thurs, Fri, or Sun at 6pm.

Glad you got the paperwork sorted. I hope they're able to process your hiring in time. Sorry for the rush on that but thanks for the quick turnaround.

Best,
Rory

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Dan Moore <dan@makeitdoathing.com>   Thu, Jan 20, 2022 at 10:49 AM
To: Rory Solomon <solomonr@newschool.edu>

Let me know when you are free to talk.

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Dan Moore <dan@makeitdoathing.com>   Fri, Jan 21, 2022 at 12:12 PM
To: Rory Solomon <solomonr@newschool.edu>

Hey Rory,

Do you have any time today or tomorrow? To chat?

Thanks,

Dan Moore

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Rory Solomon <solomonr@newschool.edu>   Fri, Jan 21, 2022 at 12:29 PM
To: Dan Moore <dan@makeitdoathing.com>

Hi Dan,

Thanks for reaching out. I'll have time this afternoon. Maybe around 5 or 6? I'm actually hoping to convene a kind of "syllabus help session" for all Code PTF (part-time faculty) this semester, and I'll be sending an email about that shortly.

Does that time work for you?

Thanks,
Rory

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Dan Moore <dan@makeitdoathing.com>   Fri, Jan 21, 2022 at 12:31 PM
To: Rory Solomon <solomonr@newschool.edu>

That works for me!

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Rory Solomon <solomonr@newschool.edu>　　　　　　　　　　　Fri, Jan 21, 2022 at 6:13 PM
To: Dan Moore <dan@makeitdoathing.com>

Hi Dan,

I'm free now, if this still works for you?
Shall we Zoom?
https://newschool.zoom.us/my/itsmerory

Rory

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