

SM2289

INSTRUCTOR: DANIEL C. HOWE

MON 4:00-6:50PM, CMC M7098

[HTTPS://REDNOISE.ORG/WDM](https://rednoise.org/wdm)

WRITING DIGITAL MEDIA

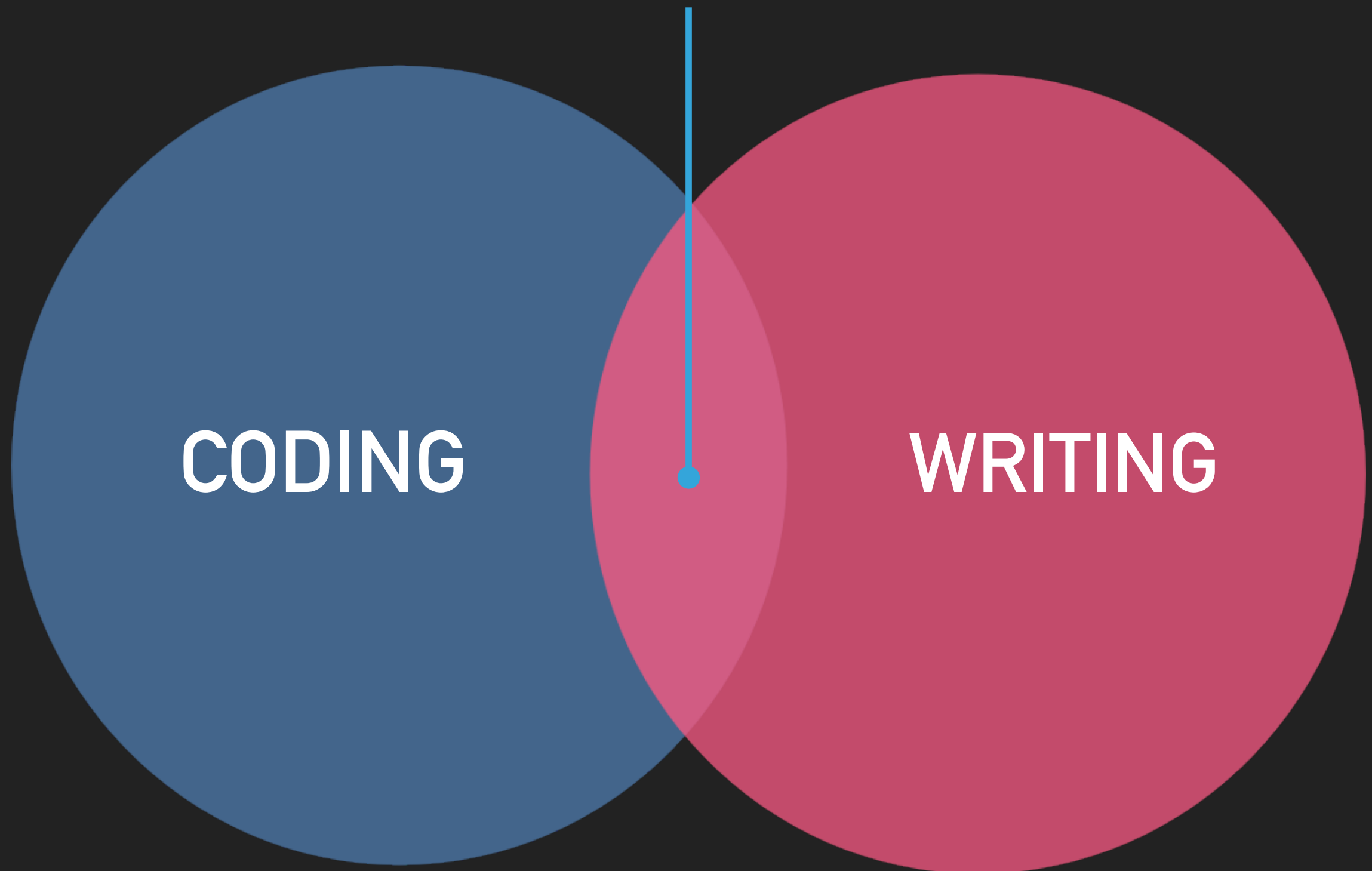
A workshop for creative writers, digital artists, and programmers interested in integrating natural language into their digital art practice. Lectures will address aesthetic, conceptual, and technical concerns at the intersection of creative coding and language art

WRITING DIGITAL MEDIA

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- ▶ What is it? How do we define it?
- ▶ What kinds of media do language artists use?
- ▶ What kinds of tools do digital media artists use?
- ▶ What kinds of processes do electronic writers use?
- ▶ How does computational language art fit into the larger world of contemporary art?

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PENCIL & PAPER
P5.JS / PROCESSING
HTML / CSS / JQUERY
ONLINE APIs / JSON
THE RITA LIBRARY
UNITY, REACT, NODE
TENSORFLOW, PYTHON
ANYTHING ELSE...

TOOLS

DIGITAL TOOLS

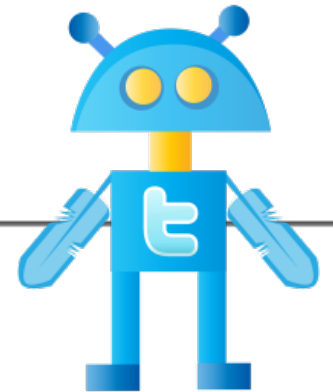
RiT

a software toolkit for computational literature

Download

Class Tweeter

```
java.lang.Object  
tweeter.Tweeter
```

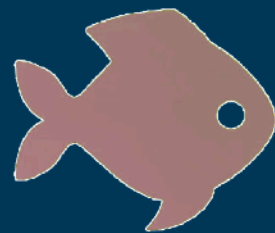


```
public class Tweeter  
extends java.lang.Object
```

The core object for the Tweeter library. Provides some simple helper methods that return primitive types and Strings, as well as exposing (through the 'twitter4j' instance variable) the full Twitter4j library.

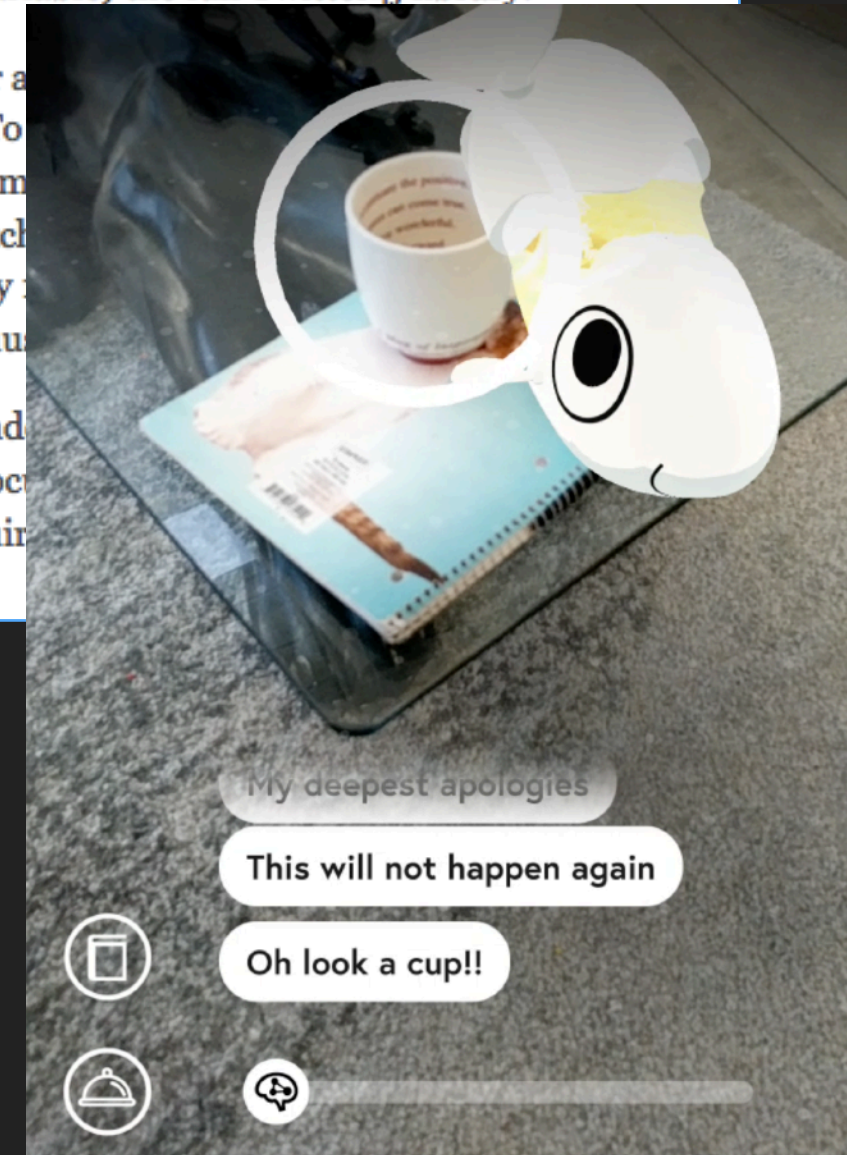
When fetching tweets for a user or a return a maximum of 100 items. To higher number as the second argument will cause the function to try to fetch separate request is issued for every limited API, this may quickly exhaust

Note: methods starting with an und are marked as 'advanced' in the documentation return Twitter4j types, which require statement to your sketch, e.g.,:



```
CHAT Start {level=3  
SAY So I see you've found me  
DO #MenacingPause {dur=1.5}  
SAY You look quite $appearance.adj  
ASK How about some (dice|poker|music)?  
OPT Sure, why not #engage
```

Dialogic



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- CONCRETE POETRY & KINETIC TEXT
- COLLAGE, CUTUP AND ERASURE
- SOUND POETRY & PERFORMANCE
- WRITING IN / AGAINST SOCIAL MEDIA
- SCRAPING LANGUAGE FROM THE WEB
- GENERATIVE TEXT: GRAMMARS, PROBABILITY
- LITERARY FORMS & CONSTRAINTS
- APPROPRIATION & UNCREATIVE WRITING
- TRANSLATION AS CREATIVE PROCESS
- ONLINE LANGUAGE APIS / DATABASES
- TEXT OFF THE SCREEN (INSTALLATION)
- LANGUAGE & MACHINE LEARNING

FORMS

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REQUIREMENTS

- ▶ Attendance
- ▶ Participation
- ▶ Presentations
- ▶ Assignments
- ▶ Projects *

GRADING

- ▶ Presentation **10%**
- ▶ Assignments (~5) **25%**
- ▶ Mini-projects (2-3) **30%**
- ▶ Final Project* **35%**



ELECTRONIC LITERATURE ORGANIZATION

To facilitate and promote the writing, publishing, and reading of literature in electronic media.

ELC4

Call for Submissions

Electronic Literature Collection Volume 4

DO NOT BORROW OTHER PEOPLE'S CODE OR WORK TOGETHER ON ASSIGNMENTS (UNLESS SPECIFICALLY INSTRUCTED TO DO SO).

REMEMBER THAT THE UNIVERSITY'S POLICY ON PLAGIARISM ALSO APPLIES TO CODE. BE SURE TO **CITE ALL SOURCES** YOU USE, INCLUDING QUOTATIONS, IMAGES, SOUNDS, DATA, CODE, PROCESSES, ALGORITHMS, IDEAS, ETC.)

CODE OF CONDUCT

RESOURCES

- ▶ The Course Website *
- ▶ Readings, Artists, Works
- ▶ Online References, Tutorials, Forums
- ▶ Each other, the TA, the Professor...

***IMPORTANT**

COURSE WEBSITE



[HTTPS://REDNOISE.ORG/WDM](https://rednoise.org/wdm)

PRESENTATIONS

- ▶ Each student (potentially with a partner) will make a brief (10-15 min) presentation on the work of one contemporary digital language artist.
- ▶ We will discuss the format in more depth, but the presentation should be broken into 3 sections: aesthetic, technical, and conceptual.

GETTING TEXT ONSCREEN

#	\$	%	&	'	()	*	+	,	-	.	/
0	1	2	3	4	5	6	7	8	9	:	;	<
=	>	?	@	A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R	S	T	U	V
W	X	Y	Z	[\]	^	_	`	a	b	c
d	e	f	g	h	i	j	k	l	m	n	o	p
q	r	s	t	u	v	w	x	y	z	{		}

```
7 function setup() {  
8   createCanvas(710, 400);  
9  
10  textFont(font);  
11  textSize(32);  
12  textAlign(CENTER, CENTER);  
13 }  
14  
15 function draw() {  
16   background(0);  
17  
18   let gap = 52, counter = 35;  
19   for (let y = 40; y < height; y += gap) {  
20     for (let x = 40; x < width; x += gap) {  
21       let letter = char(counter++);  
22       fill(255);  
23       if (/[AEIOU]/.test(letter)) {  
24         fill(255, 204, 0);  
25       }  
26       text(letter, x, y);  
27     }28   }
```



WRITE A **VERY SHORT** PIECE OF FICTION,
PROSE, OR POETRY IN ENGLISH, AND
RENDER IT (IN **P5.JS**) OVER AN IMAGE

MAKE YOUR DISPLAY **CHOICES** (COLOR,
FONT, SPACING, MOTION, SOUND, ETC.)
REFLECT THE CONTENT OF YOUR
WRITING IN SOME WAY

ASSIGNMENT #1