**Cart 211 Creative Computing and Network Culture**

**Concordia University - Fall 2020**

**Time:** Mondays 8:30am to 12:30pm  
**Link to Zoom meeting:** Provided on the course Moodle page  
**Instructor email:** santo.romano@concordia.ca

**Course Description**

This course gives a broad introduction to the fundamentals of creative computing and network culture. Through readings and practical examples, students explore the histories of the Internet, computing, and interactivity as well as gain knowledge of fundamental technical tools used for creating network-based media.

This is a multi-disciplinary course about the history of the internet, its effect on society and culture, and the role of the artist or designer within it. In this course you will design and create websites and study the theory that will help you make sense of what you are doing and why.

Every class session will be divided into two halves. The first half is reserved for discussion of theoretical topics relating to weekly readings, and the second half is reserved for lab time, where students will work on practical exercises and their website projects, and the instructor will be available to help with any questions.

**Learning Objectives**

By the end of this course, you should be able to:

* Design and create a website using HTML and CSS
* Write client-side Javascript programs for interactive web applications
* Understand networks, interactivity, computing and computation arts in their historical context
* Develop a critical approach to online culture, digital media, their role in art and design practice.

**Required Software**

Make sure you have the following installed:

* The [Zoom](https://zoom.us/download) client.
* The [Firefox](https://www.mozilla.org/firefox/) Browser.
* A text editor for HTML/CSS/Javascript, such as [Atom](https://atom.io/).

**Suggested Resources**

The main weekly readings for the class will be posted in the schedule, but I recommend you make use of these web development resources and tutorials for your assignments:

* [Interneting is Hard](https://internetingishard.com/) (HTML and CSS tutorial)
* [w3schools.com](https://www.w3schools.com/) (Reference and tutorials for Javascript, HTML, CSS)
* [webdesign.tuts+](https://webdesign.tutsplus.com/)
* Test your knowledge of Web technologies with the [Hacker Test](https://www.hackertest.net/)
* Make sure your code is valid with the [W3C Markup Validation Service](https://validator.w3.org/)

**Accessibility & Inclusion**

Please do not hesitate to contact me to bring up any issue related to accessibility, or if you require any accommodations in order to participate - whether that is because of disability, the actions of other students, work or child-care responsibilities, trauma, or any other reason.

**Schedule**

Refer to Moodle for weekly readings and assignment deadlines.   
Subject to change.

**Evaluation**

Highest grades will be given to projects that not only meet the given requirements, but also engage creatively with the forms, functions and issues raised by web creation. All assignments must be published online on the student's website for the class **before the class they are due.**

1. **10% - Participation**  
   Points for contribution to in-class discussions, handing-in assignments on time, keeping one's personal website updated, helping other students with questions, and other means of contributing to the dynamic workflow of each class.
2. **15% Weekly reading notes**  
   Every week that a reading is assigned, students will add their written reflection to the personal website they are creating for the class. These do not need to be too long – 1 page can be enough, as long as it's clear the readings are understood.
3. **15% - Weekly Lab Exercise**  
   During lab time, students will follow practical web development exercises to add to their personal website.
4. **10% - Assignment 01: Personal Website**  
   Using HTML5 and css, students will create their own personal web site for the course. It must contain well-structured assets, semantic tags and organizational conventions. Sections should be organized around readings, exercises and projects.
5. **15% - Assignment 02: Proposal for Final Website**  
   Students must submit a well-structured proposal for their final project, containing:
   * One 500 - 750 word essay (2-3 pages double spaced) using MLA citation format
   * Thumbnail sketches of their proposed site in jpeg or png format
   * A style guide with proposed site layout, typography, color scheme, and image samples

Students will present their proposal to the class.

1. **35% - Assignment 03: Final Website**  
   Students will develop an original website that demonstrates the skills and techniques learned in this course. It should also display an engaging design and express an original idea that critically engages with or intervenes into network culture.  
   Students will present their final project to the class

Students may collaborate on assignment 03 in groups of two or three, while project workloads should reflect the number of collaborators.

All above grades will be added together for a total out of 100%, which will then be transferred to a letter grade.

**Additional Information**

**Computation Lab**

The [Computation Lab](http://clab.concordia.ca/) is a service provided to students in the Department of Design and Computation Arts that will be an invaluable resource to you. They provide various resources such as workshops and project assistance. If you need any help with your assignments, don't hesitate to go to them!

**Land Acknowledgment**

Concordia University is built on the unceded territory of the Kanien’kehá:ka (“Mohawk”). The Kanien’kehá:ka are the keepers of the Eastern Door of the Haudenosaunee Confederacy. The island called “Montréal” is known as Tiotia:ke in the language of the Kanien’kehá:ka, and it has historically been a meeting place for other Indigenous nations.

**Department Syllabus**

The DCART Department Syllabus can be found [here](http://www.concordia.ca/content/dam/finearts/design/docs/DCART-syllabus.pdf).  
It includes a list of student resources.

**Behaviour**

All individuals participating in courses are expected to be professional and constructive throughout the course, including in their communications.

Concordia students are subject to the Code of Rights and Responsibilities which applies both when students are physically and virtually engaged in any University activity, including classes, seminars, meetings, etc. Students engaged in University activities must respect this Code when engaging with any members of the Concordia community, including faculty, staff, and students, whether such interactions are verbal or in writing, face to face or online/virtual. Failing to comply with the Code may result in charges and sanctions, as outlined in the Code.

**Intellectual Property**

Content belonging to instructors shared in online courses, including, but not limited to, online lectures, course notes, and video recordings of classes remain the intellectual property of the faculty member. It may not be distributed, published or broadcast, in whole or in part, without the express permission of the faculty member. Students are also forbidden to use their own means of recording any elements of an online class or lecture without express permission of the instructor. Any unauthorized sharing of course content may constitute a breach of the Academic Code of Conduct and/or the Code of Rights and Responsibilities. As specified in the Policy on Intellectual Property, the University does not claim any ownership of or interest in any student IP. All university members retain copyright over their work.

**Extraordinary Circumstances**

In the event of extraordinary circumstances and pursuant to the Academic Regulations, the University may modify the delivery, content, structure, forum, location and/or evaluation scheme. In the event of such extraordinary circumstances, students will be informed of the changes.

**Plagiarism**

The most common offense under the Academic Code of Conduct is plagiarism, which the Code defines as “the presentation of the work of another person as one’s own or without proper acknowledgement. “This includes material copied word for word from books, journals, Internet sites, professor’s course notes, etc. It refers to material that is paraphrased but closely resembles the original source. It also includes for example the work of a fellow student, an answer on a quiz, data for a lab report, a paper or assignment completed by another student. It might be a paper purchased from any source. Plagiarism does not refer to words alone –it can refer to copying images, graphs, tables and ideas. “Presentation” is not limited to written work. It includes oral presentations, computer assignments and artistic works. Finally, if you translate the work of another person into any other language and do not cite the source, this is also plagiarism.

In Simple Words: Do not copy, paraphrase or translate anything from anywhere without saying where you obtained it.