Smartphone & Wireless Studio

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description

Once a centralized, monolithic system, the computer has shrunk and transformed itself into the mobile, wireless devices that ride in our pockets. Smart-phones and tablets with built-in web browsers, cameras, GPS trackers and a growing list of sensors, 'smart' badges and clothes, all are components of an emerging area of so-called ubiquitous computing. In marketing rhetoric and in actuality, these technologies have the potential to alter the way we think about space in paradoxical ways elevating the personal space of the individual, celebrating constant movement in physical space, while erasing the distinctions between geographic locales. These technologies offer new possibilities for artists, a mode of presentation that is intimate and personal, a tool for creating networks, a way to explore the boundaries between physical and virtual spaces. Students explore ways to create art with wireless devices and networks as they are introduced to programming tools for wireless platforms.

objectives/outcomes

-foundation in mobile computing

-projects spanning conceptual and creative ideas.

-interfacing of web apps, native apps, and universal apps

textbooks	supplies	site
google.com	google.com/chrome/	ubicomp.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 course

workshop: Github 101

assignment: read Wear Ware Where (PDF)

get a basic site up on your Github account

2

discussion: Wear Ware Where

demo: web apps

workshop: getting started with Parse

assignment: begin experimenting with parse or continue practicing HTML & CSS

project 1: start working on first web apps

3

workshop: working with Parse

assignment: PDF

4

discussion: pdf

workshop: continuing with Parse

assignment: PDF

continue working on Project 1

5

project 1: critiques

workshop: PhoneGap

assignment: PDF

project 2: start!

6

discussion of reading

workshop: continuing with PhoneGap

assignment: PDF

7

discussion of reading

workshop: continuing with PhoneGap

8

work day

assignment: (pdf)

project 2: critiques

9

discussion: PDF

prepare for final projects

workshop: advanced PhoneGap

begin final projects

10

workshop: tbd.

assignment: tbd.

11

Advanced Topics

possibilities include Swift iOS programming or iOS apps with OpenFrameworks

12

Advanced Topics

possibilities include Swift iOS programming or iOS apps with OpenFrameworks

13

Advanced Topics continued...

14

Final Critiques

15

Final Critiques

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.