

“The real challenge is to discover the intrinsic properties of the new medium and to find out how the stroke you draw via computation is one you could never draw, or even imagine without computation.”

– John Maeda

CREATIVE PROGRAMMING 2

DETAILS

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| Instructor | Prof. Jeff Thompson |
| Email | jeff.thompson@stevens.edu |
| Office/hours | Morton 208, Mondays 2–4pm |
| Meeting times | Mondays 9.00am–12.50pm |
| Location | Visual Arts & Technology Studio |
| Course materials | www.github.com/jeffThompson/CreativeProgramming2 |

COURSE DESCRIPTION

In this intermediate course, we'll build on creative uses of computer programming, with a focus on tools and processes for making more technically, creatively, and conceptually complex projects. You'll complete a series of assignments examining simulation, images, cameras, computer vision, and interactivity, as well as continue building a personal creative practice.

Like in Creative Programming 1, we'll also look at historical, contemporary, and theoretical issues around computation in the arts and our culture.

ATTENDANCE

Due to the condensed, technical, and collaborative nature of this class, attendance is mandatory. You are allowed two absences per semester to use at your discretion – each additional absence will result in your final grade being lowered by ½-letter. Late arrivals will be marked tardy, with 3 tardies equaling one absence. The only exception is severe illness – if this is the case, please let me know as soon as possible and provide a doctor's note documenting your illness.

HOMEWORK

Homework in this class is meant to be exploratory, a way to expand on the experiences and ideas in class. I encourage wide-ranging interpretation of assignments: consider ways that you can fulfill the requirements in a way that is creatively and

intellectually exciting for you, not just the obvious requirements. Of course, this is much harder than just reading a chapter or studying for a quiz! I expect considerable engagement from you this semester, and you should expect the material to be rigorous and thorough.

All assignments are due by the start of class – details of projects will be available on the class GitHub page (see link on the first page) including how to turn your work in.

You will have 24/7 access to the Lab and Studio, and use of the Fab Lab during open hours for printing and equipment checkout.

GRADING

The goal of all assignments is for you to think and make. Everyone comes from a different background and experience, so the goal is improvement – I want to see curiosity, engagement, and willingness to experiment. A grading rubric will be provided with each assignment to help you understand what is expected and how you did.

To get a C (an average grade) you should:

- Put time into your projects each week
- Complete everything on time
- Participate in critiques and discussions

For a B or an A, you should additionally:

- Take risks and try things enthusiastically

- Be an active and unsolicited participant in critiques and discussions
- Take assignments beyond their minimum requirements

Final grades will be determined as follows:

- Homework: 60%
- Class participation: 25%
- Final project: 15%

LEARNING ACCOMMODATIONS

The goal of this class is for everyone to succeed. Stevens and the VA&T program are dedicated to providing appropriate accommodations to students with documented disabilities. The Office of Disability Services (ODS) works with undergraduate and graduate students with learning disabilities, attention deficit-hyperactivity disorders, physical disabilities, sensory impairments, psychiatric disorders, and other such disabilities in order to help students achieve their academic and personal potential. They facilitate equal access to the educational programs and opportunities offered at Stevens and coordinate reasonable accommodations for eligible students. These services are designed to encourage independence and self-advocacy with support from the ODS staff. The ODS staff will facilitate the provision of accommodations on a case-by-case basis.

If you have any questions about learning accommodations, please don't hesitate to talk with me during or outside of class.

PRONOUNS

As this course includes lots of interaction between students, it's important for us to create an environment of inclusion and mutual respect. This includes the ability for all students to have their chosen gender pronouns and chosen name affirmed. If the class roster does not align with your name and/or pronouns, please inform me of the necessary changes.

INCLUSION STATEMENT

Stevens and the VA&T program believe that diversity and inclusiveness are essential to excellence in academic discourse and creativity. In this class, the perspective of people of all races, ethnicities, gender expressions and gender identities, religions, sexual orientations, disabilities, socioeconomic backgrounds, and nationalities will be respected and viewed as a resource and benefit throughout the semester. Suggestions to further diversify class materials and assignments are encouraged. If any course meetings conflict with your religious events, please do not hesitate to reach out to me to make alternative arrangements.

REQUIRED MATERIALS

Required and suggested readings will be provided as PDFs on GitHub – there is no required textbook.

- Laptop and charger, capable of running Processing/Java and with reliable internet connection – *bring every week!*
- A reliable webcam, either built into your computer or an external one. You may want to consider purchasing an external webcam for class projects anyway, though we have a few available for checkout. We'll talk about this more in a few weeks, so don't get one now unless yours is broken.
- A notebook or sketchbook for taking notes and drawing ideas – *bring every week!*
- Some kind of writing implement – an assortment of various pens and pencils may be helpful for working on project ideas
- Laser and inkjet printing for several projects. Cost will vary depending on size, but you should budget about \$50 this semester in printing costs.
- Other art supplies (paper, etc) and printing as needed

COURSE CALENDAR

Please see the course Github page for the most up-to-date version of the course calendar.