The Artist as Programmer
AHD-2241-A / VCD-2241-A
Tuesday, 6:30pm-9:20pm

133 West 21st Street,
New York, NY 10011
Room 404c

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OBJECTIVES & DESCRIPTION

In the post-studio interdisciplinary art world, technology plays a critical role in an artist's practice. The ubiquity of the internet and computers demands a new kind of literacy. By examining contemporary artists working on the periphery of traditional media, we'll explore the implications for art and artists. Readings and lectures will be supplemented by in-class exercises that introduce fundamental programming principles with HTML, CSS, and JavaScript. To emulate the interdisciplinary art world mentioned, this course is a hybrid art history course with studio practice.

REQUIREMENTS

Students are expected to attend every scheduled class meeting and to participate fully in class demonstrations and discussions. Homework covering the previous week's demonstrations will be turned in at the beginning of each class. At the end of the semester, students will submit a final project.

Weekly Homework: 25%
Attendance: 25%
Participation: 25%
Final Project: 25%

ATTENDANCE

There are no excused absences. More than two absences in a semester will negatively affect your final grade. In the event of illness, do not present a doctor's note or any other form of documentation to your instructor. If you have extenuating health-related circumstances that may necessitate excessive absences, please contact the *Office of Disability Resources* or *Student Health and Counseling*, respectively. Both offices provide support and may be able to grant accommodations for excessive absences. However, only in extreme circumstances would an accommodation be granted for absences that exceed the institutions policy.

REQUIRED TEXTS

There are no required texts, all readings will be provided in PDF format on SVA's learning management system, Canvas.

ACADEMIC INTEGRITY

Academic dishonesty, including plagiarism, will not be tolerated. Students found to have committed an act of academic dishonesty will fail the assignment for which an infraction is suspected and substantiated. More serious violations will be handled through the process enumerated in the SVA Handbook (p. 8).

STUDENTS WITH DISABILITIES

In order to receive academic accommodations due to disability, a student must first register with the Office of Disability Services (ODS). Students approved for accommodations will be given an *ODS Accommodation Letter* to submit to their instructors. If a student does not provide an *ODS Accommodation Letter* to their instructor, they will not be eligible to receive accommodations in that course. All instructors are required to adhere to SVA's policies regarding accommodations for student's disabilities. Students who have a need for academic accommodations, or suspect they may have a disability should contact the ODS.

Disability Resources

340 East 24th Street, New York, NY 10010
212.292.2282
disabilityservices@sva.edu
sva.edu/students/disability-resources

Student Health & Counseling Services

340 Easy 24th Street, New York, NY 10010
212.592.2246
health@sva.edu
sva.edu/students/health-counseling

REFERENCE LINKS

https://html.com/
https://github.com/
https://jquery.com/
https://codewars.com/
https://stackoverflow.com/
https://www.javascript.com/
https://www.hackerrank.com/
https://www.w3schools.com/css/
https://developer.mozilla.org/en-US/

INTERESTING LINKS

http://formandcode.com/
http://hello.processing.org/
http://devart.withgoogle.com/
http://chromeexperiments.com/
http://threejsplaygnd.brangerbriz.net/

OUTLINE
All scheduled topics are subject to change relative to what we are able to achieve the week prior. Readings and assignments are listed on the day they are due, not the day they are assigned.

WEEK 1 – September 7
Introduction to the semester

WEEK 2 – September 14
HTML & CSS, Positioning, Assets, Structure

Reading:
Ullman, Ellen, *Life In Code*, 'The Dumbing Down of Programming'
(p. 39-55)

Assignment:
Secret Message
Learn How to Code, Basics of Programming I (Data Types)

WEEK 3 – September 21
HTML & CSS continued, Responsiveness, Media Queries
Spotlight: Casey Reas

Reading:
Reas, Casey, & McWilliams, Chandler, *Form + Code*, 'Introduction & What is Code'
(p. 8-26)

Assignment:
Build A Basic One-page Website

WEEK 4 – September 28
Introduction to JavaScript, Data Types, Variables
Spotlight: Daniel Shiffman

Reading:
Reas, Casey, & McWilliams, Chandler, *Form + Code*, 'Repeat'
(p. 42-65)

Assignment:
Iterate on website from Week 3

WEEK 5 – October 5
Conditionals, Built-in Methods
Spotlight: Bret Victor
Reading:

Victor, Bret, “Learnable Programming”

Assignment:
Final Project Proposal

WEEK 6 – October 12
Functions, Scope
Spotlight: Golan Levin

Reading:
Levin, Golan, “Dialtones Report”

Assignment:
Final Project Draft and Design

WEEK 7 – October 19
Arrays, Loops, Iterators
Spotlight: Rafaël Rozendaal

Reading:
Rozendaal, Rafaël, “Notes on Abstract Browsing”

Assignment:
Final Project To-Do List

WEEK 8 – October 26
The Document Object Model (DOM), External Libraries (jQuery); Part 1
Spotlight: Jon Rafman

Reading:
Zhexi Zhang, Gary, “Infinite Lives: The online anthropology of Jon Rafman”

Assignment:
Final Project Wireframes

WEEK 9 – November 2
The Document Object Model (DOM), External Libraries (jQuery); Part 2
Spotlight: James Bridle

WEEK 10 – November 9
Objects and Classes
Spotlight: Raven Kwok

WEEK 11 – November 16

Useful & Practical Demos

Assignment:
Final Project Halfway Point

WEEK 12 – November 23
Game Stuff

WEEK 13 – November 30
Particle Nonsense (maybe)

WEEK 14 – December 7
Review, Requests, Missing Pieces

WEEK 15 – December 14
Final Project Presentations

Assignment:
Final Project Due