

a story about grandfather tree (teach about trees)
a story about the mother of all spiders (teach about debugging)

1. a description of the concept and its realization in detail (production plan including hardware and software requirements)

2. video documentation (ca. 3 minutes), images, documents, drawings via upload

3. materials on a website: correct URL and details for viewing

https://github.com/joshuaOpang/Pseudo_Code

4. A portrait photo and biography of the artist(s) In what follows I will elaborate on the Ars Electronica checklist.

A description of the concept: Write this last, after you have written the rest of the proposal. Try to articulate, in one sentence, the main, interesting idea of your proposal. It's only one sentence, but it's a difficult one to write!

A longer description of the concept and its realization in detail (production plan including hardware and software requirements): This is the major portion of the proposal and, strictly speaking, is not just one item from the checklist but rather comprises a number of things which I will detail separately.

The concept of your proposal should map out some new territory in the digital art world but, at the same time, be in dialogue with issues and ideas that are being explored by artists and critics today. To find a good concept you need to master the categories current artworks are being assigned. Look at the various other award categories at Ars Electronica, <http://www.aec.at/prix/en/kategorien/> Or, consider the categories used on Rhizome. Or, look at, for example, Rachel Greene's book, Internet Art. How are you mapping out the world of digital media art and where do you fit in? Any of the sites or books listed in the resources.pdf file might be mined for categories. Picking your concept and describing its relation to other existing artworks and/or other social, political or aesthetic issues of digital media is the most crucial and challenging part of writing a proposal. **Devote the bulk of your proposal to explaining and elaborating your concept.** Elaborate on the description of your concept in the following ways: Contemporary art and art history: explain how your work is similar to and differs from existing artwork or artworks of the past.

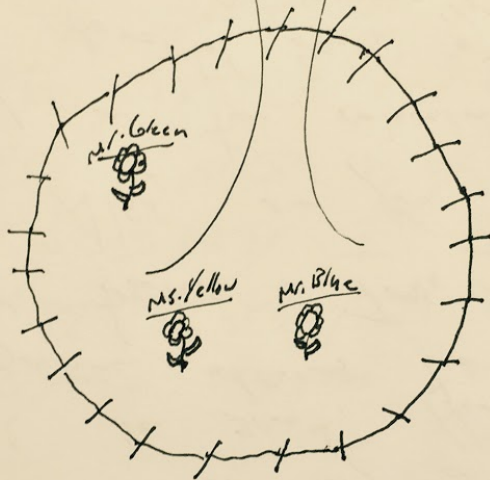
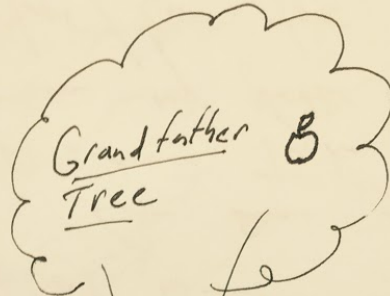
Competition: Little Scherer, On to Java, Mindstorms

Usage or interaction scenarios: Describe what it will be like to interact with or use your artwork. Narrate a short (one or two paragraph) story of a specific person who might interact with your artwork and what they do with the work when they encounter it.

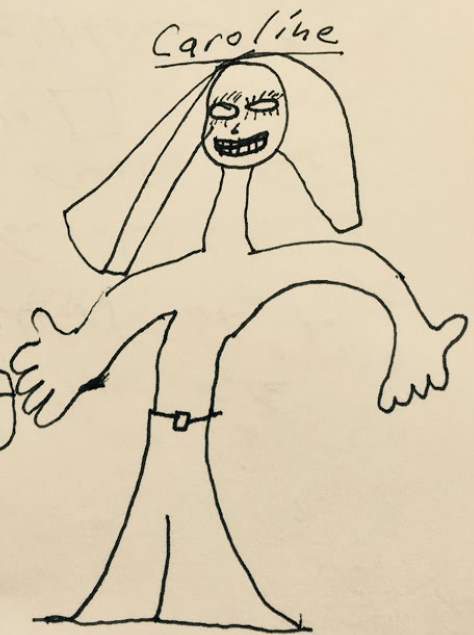
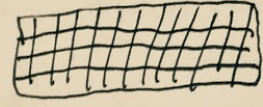
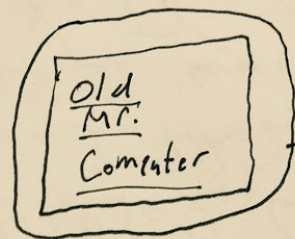
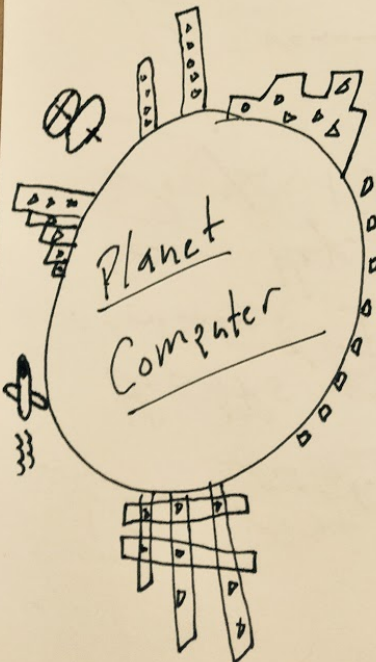
- + The audience I am writing in service to is the working professional, overwhelmed with work, who needs to “get current” with programming for their continued financial success in the little optionally investible time they have. Also children, and everyone else really if they can enjoy a fairytale.
- + Let’s imagine a working mother. She has come home from a busy day, made dinner for the kids, put them to bed, chatted with the husband over a glass of wine, and now has 30 free minutes in which to jointly read something in bed with her partner so they can drift off to sleep in peace for the next work day.
- + Though no doubt an unsung hero, her brain is likely baked by this point in time. She doesn’t have the capacity, nor the desire, to read “Java for Dummies.” She can read Pseudo Code instead.
- + Not only will this tale work in this scenario, where she can be productively relaxed, but also if she decides to read Psuedo Code to her daughter for bed. Perhaps they read it multiple times, or move on to other Pseudo Code genre novellas.
- + Sweet dreams little one!
- + Of course, this could also be used for intro programming classes, or by anyone. It’s educational PG.

Visual mock-ups: Using photos, drawings, a graphics program or even some simple programming mock up what your artwork will look like. In the proposal provide one or two images of the mock-ups. If your proposed work is for the Internet these mock-ups are likely to be sketches of what the interface will look like. If not, then these visual mock-ups might indicate what the work would look like projected in a gallery, hung from a wall, installed on the street, or worn.

Visual Mockups



Gardener
Caroline's
House



Flow diagrams: If your proposed work is a detailed instruction or procedure, or if it incorporates a set of constraints or step-by-step directions (recall Sol LeWitt's works), then you should write out the procedure in detail and/or diagram its steps and illustrate the order in which they will be executed. This is called a flow diagram.

Read the first novella first, etc. Please read them in order if you are a beginner, otherwise enjoy the buffet.

The production plan (including hardware and software requirements) needs to outline the necessary equipment, space, personnel, and other resources crucial for the project. How many computers will you need? **One.** What operating system(s) will they be running? **Any.** Do you require certain programming languages? **No.** Do you need a printer, a projector, speakers, or some other more exotic peripheral device? **No.** Is your work to be something visitors see in a gallery (in which case you need gallery space)? **No.** Or, will they interact with it online (in which case you might want a domain name devoted to the project and webserver space). **Yes.** Will your project involve other people as participants or performers or as artists commissioned to use your work to make other works? **Yes, I would like to have a person play Gardener Caroline, etc. I would like to do the voice of Old Mr. Computer and perhaps Mr. Green.** How do all of these people and things come together to form your artwork? **A dramatic reading, a live show.**

A list of tasks including notation specifying which tasks are to be completed by the grant recipient and which require support: To create the artwork you propose what tasks need to be achieved and in which order? This portion of the proposal might be most easily conceptualized as a timeline or work schedule for the project: what has to get accomplished by when and by whom? You can annotate this schedule with the names or positions of people who will be assigned the various tasks. If you can't perform all of the tasks yourself, indicate who will, hopefully, be doing the task for you. Here you might want to reference the personnel you specify in the production plan. I suggest that you write a schedule that plans out the project week-by-week.

Week 1: Storyboard the basics of Java; attempt to cover all aspects of lower-division and upper-division undergraduate studies excluding software engineering. Stories about How did all these languages come to be (Tower of Babel), What is Object Oriented Programming, What is Big O Notation in Algorithms, What's An Operating System, etc.

A portrait of the artist: I leave this to you. Perhaps this is a sketch or a photo or an abstract diagram? Include an image that you feel portrays you. **Final Project:** Implement some part of your proposal that best represents the most important point(s) of your proposal.

