

University of London
Creative Computing
CO1112 Creative computing I: Image, sound and motion
Coursework assignment 1 2018-19

Aims

The aims of coursework assignment 1 are:

- To introduce you to doing reading and writing in an appropriate academic context, including presenting a coherent argument.
- To develop your understanding of the theoretical concepts and practical deployment of the ideas of typography.
- To begin to develop your practical experience of programming using *Processing*.
- To begin to develop your knowledge and understanding of the use of elements such as colour and shape in the context of visual art; and in the context of practical implementation in code.
- To give you the opportunity to combine various techniques you have learned about during the course to produce a creative artefact.
- To develop your experience of research and referencing, as well as your ability to appropriately critique creative artefacts.

Coursework assignment 1 - Typography

The science and art of typography has been around for many centuries. For this coursework, you are required to find out about various aspects of typography, discuss them in an analytic way, and create an artwork related to them.

You should read up on fonts in general, and become familiar with the terminology that is used when examining fonts. You should also find out how *Processing* implements fonts, and how to make use of the font capabilities that are provided. You should also notice that there are some limitations in how *Processing* deals with fonts, and be able to discuss these in context.

Part A: Serif and sans-serif fonts: essay

Fonts can be broadly divided into two classes: serif and sans-serif fonts. Write a short essay (between 1,000 and 2,000 words) that explains what these different font types are, and in particular, what issues are presented for typesetters in choosing and using these. Include other aspects of typography that you deem relevant to explaining the main differences. Your essay should include a discussion in particular of the digital aspects of typography, though clarification of your understanding of how these are different from the non-digital aspects is also important.

It is essential that the essay takes an appropriate academic approach, which includes proper use of good reference material, correct citation and correct referencing.

[40 marks]

Part B: Other aspects of typography: creative exploration and coding

Create an artefact, using *Processing*, that will in a creative and aesthetically appropriate way highlight **one** of the following aspects of typography. How you do this is up to you; be as creative as you can, but do make sure to explain your choices, through your discussion in Part C. You may choose to present something that highlights the creative, something that gives a political message, or something that clarifies some technical aspect; or you may combine these. The examiners are looking for intent and impact. It is essential that your discussion in Part C clarifies exactly what you are trying to convey, as well as your evaluation of your success or otherwise in doing so.

The aspects to choose from are:

- kerning
- small capitals
- glyphs

[50 marks]

Part C: Critical evaluation: academic discussion

Present a critical evaluation of your artefact, describing your motivation, the choices you made and why you made those particular choices, and your assessment of its impact both artistically and technically. Include, with justification, in the discussion the aspect you found most challenging, and the aspect of which you are most proud. These may be the same thing — though do not have to be — but the justification for each should be different and appropriately focused.

[10 marks]

What to upload to the VLE:

- A single PDF document of your written assignment submission, containing your essay for Part A and your discussion for Part C. Also include in the same PDF file your code listings for the sketch developed for Part B. The file should be named using the following convention: `YourName_SRN_CO1112cw1.pdf`, where `YourName` and `SRN` are your full name as it appears on your student record, and your UoL student number respectively.
- A zip file called `YourName_SRN_CO1112cw1_PartB.zip`, containing one directory called `Typography` which contains all `.pde` file(s) and any associated data files for the sketch you developed for Part B. The main `.pde` file should be called `Typography.pde`.

Important notes:

Check your submission: Be very careful to check that your zip files contain all of your code before you submit them. We strongly encourage you to try unzipping the files into a blank temporary directory on your own computer before you submit them, to check that it contains all of your `.pde` files, as well as any `data` files that might be necessary. The examiners need to be able to run your code without having to move files between folders, or create new folders, so ensure your directory hierarchy is as intended in the archive.

Citation and referencing: It is important that your submitted assignment is your own individual work and, for the most part, written in your own words. You must provide appropriate in-text citation for both paraphrase and quotation, with a detailed reference section at the end of your assignment (this should not be included in the word count). Copying, plagiarism and unaccredited and wholesale reproduction of material from books or from any online source is unacceptable, and will be penalised (see: [How to avoid plagiarism](#)).

A note on copying code from other sources: It is a normal aspect of programming to look at other people's code to get inspiration on how to solve a problem. This might extend to directly copying code obtained from elsewhere into your own program. If you do this, you should include

a comment in your code to say which part has been copied, and where it came from. This is good practice whenever writing code, to acknowledge the original author. While looking at and using existing code can be a good way to learn appropriate style, do make sure you use high quality examples that exhibit good technical ability and programming style. Copying or using code from other sources without this kind of appropriate acknowledgement is plagiarism and attracts severe penalties.

For Part B, and in future courseworks, you will get *much* more out of a coursework assignment if you write most or all of the code yourself, rather than mostly copying code from elsewhere. That way, you can be sure that you really understand what the code is doing! Additionally, you will obtain more marks for developing a coursework submission with an appropriate amount of your own code than if you significantly base it on examples taken from elsewhere.

[END OF COURSEWORK ASSIGNMENT 1]