

Programming for Media Arts

AME 230

INSTRUCTOR

Loren Olson

TEACHING ASSISTANTS

Jennifer Weiler
Trae Waggoner

How to be successful in this course

- Attend class.
- Ask questions.
- Be curious about how things work.
- Do not wait until the last moment to work on assignments.
- If you need help with an assignment, come to office hours.
- Do every assignment, on time.

Language

IDE

Swift



5.1

Xcode



11.3

Do I need a Mac?

No. We have them here for you.

Project Storage

Save your work! You may need it later. It is easy, fast, and cheap to save your work.

Project Storage

- Cloud storage - Dropbox, Google Drive, etc.
 - External Drive - usb drive, “flash drive”
- DON'T USE THE FAT32 FILESYSTEM**
- Your personal laptop

A responsible, literate digital user has a backup plan.

A note about Flash Drives

aka jump drives, usb sticks, thumb drives.

Pros

Inexpensive, convenient, extremely portable, work across platforms.

Cons

Most are slow, not secure, encourage use of lowest common denominator file systems, easily lost.

DON'T USE THE FAT32 FILESYSTEM WITH XCODE



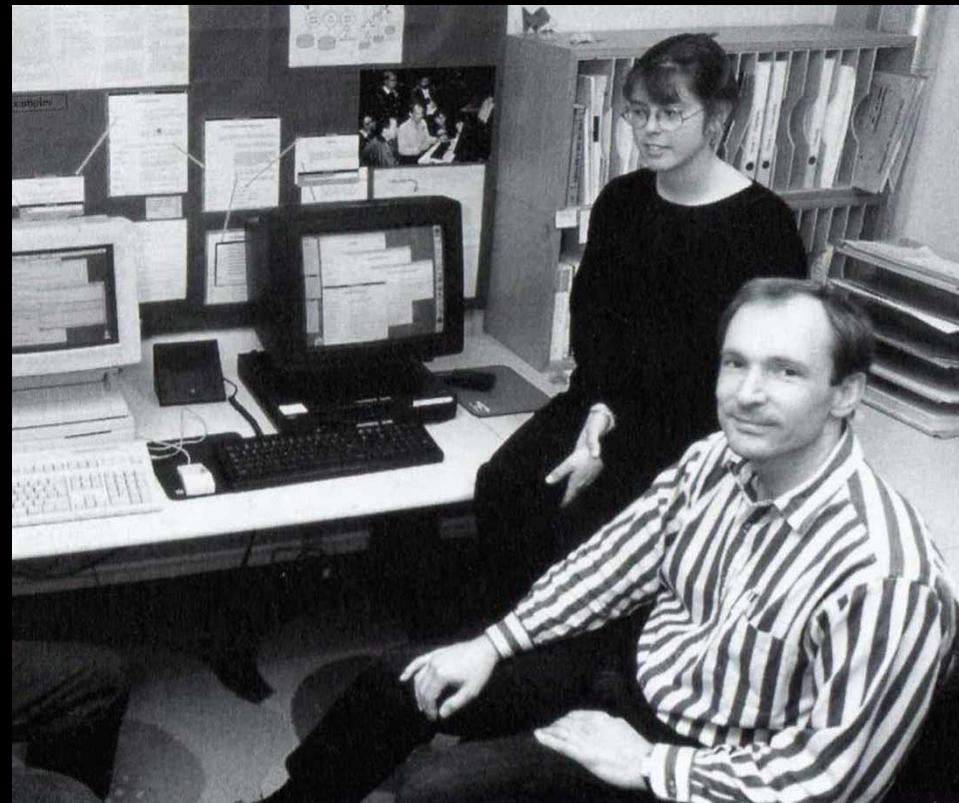
This is one computer. Built by IBM in 1944.



Dennis Richie and Ken Thompson working on a PDP-11 computer. (about 1970)



The original IBM PC. (1981)



Tim Berners-Lee and the World Wide Web. (CERN, 1991)



iPhone (2007)

Why Learn to Code?

Programming is fun and creative.

Why Learn to Code?

You want to be a programmer.

This skill is in demand.

Many people work as a programmers creating the software
that we use everyday.

Why Learn to Code?

US Bureau of Labor Statistics	2014	2024 projected
Employment by Detailed Occupation (numbers are in thousands)		
https://www.bls.gov/emp/ep_table_102.htm		
Software developers and programmers	1591	1790
Civil engineers	281	305
Electrical engineers	315	315
Mechanical engineers	277	292
Industrial engineers	266	270
Architects	135	144
Graphic designers	261	265
Artists and related workers	189	195
Musicians, singers, and related workers	255	264
Photographers	125	128
Television, video, and motion picture camera operators and editors	59	65

Why Learn to Code?

There are growing numbers of jobs that now include programming. Its not the primary focus, but now it uses programming as an important component.

eg. Web designer or Animation technical director

Why Learn to Code?

There are growing numbers of jobs working on a team in a development project in which programming is important. You may work as an critical part of a group, you don't program, yet need to understand the process and work with people who do program.

eg. an artist working with a team creating a state of the art “AAA” game title.

Why Learn to Code?

Programming teaches you how to think. – Steve Jobs

Many have said that everyone should learn to write, because it teaches you how to organize your thoughts and make an argument. Programming also does this, with an immediate and obvious feedback loop.

Why Learn to Code?

“Program or Be Programmed.” – Douglas Rushkoff

Computing is transforming our lives, our culture. To be an educated, literate member of the future digital culture, you need to at least understand what programming is, and what the boundaries are that it creates.