Task 1: Zine(30%)

Let's code together and make a zine.

Sol LeWitt was a conceptual artist rising to fame in the late 1960s predominantly for his "wall drawings". These works were generally site-specific and contained a set of instructions or guidelines for a team to execute with their own interpretation. To get our creative coding rhythms humming, we will use our new coding knowledge for Week 1,2 and 3 to create our own version of a Sol LeWitt instruction.

Select a LeWitt instruction from the list and use code to execute this wall drawing.
- Trial a couple variations or prompts to see how you can push them beyond the obvious.
- Once you're happy with a variation, try refining it and developing it further to create a finished sketch.
I will compile a zine of all our wall drawings and distribute and share with each other.

Assessment Criteria
- 1 x creative coding sketch based on one of Sol LeWitt's wall drawings(50pts)
- Process journal documenting inspiration, ideas and trials(~500 words with accompanying images)(20pts)
- 3 x weekly sketches submitted via openProcessing(30pts)

Due date: Thu 20 Aug 2020, 11pm AEST
Reminder: No assessments will be accepted without a cover sheet

Assignment Rubric

Criteria	Marking (pts)					
Creative coding sketch: Complexity **25pts**	Sketch clearly presents a through and technical understanding of the potentials of basic creative coding concepts. The execution reaches far beyond the obvious with exceptional inspiration and experimentation that lead to the final outcome. **25pts**	Sketch adequately presents a good understanding of the potentials of basic creative coding concepts. The execution has been explored with a good amount of inspiration and experimentation that lead to the final outcome. **20pts**	Sketch presents some technical understanding of the potentials of basic creative coding concepts. The execution has been explored but some more evidence of inspiration or experimentation is necessary. **15pts**	Sketch presents an executable wall drawing with little demonstration of technical understanding. The execution requires more exploration and inspiration to develop into a more finalised sketch. **10pts**	Sketch presents a wall drawing with almost no technical understanding. There is little to no exploration and inspiration to explain the final outcome. **5pts**	Not present **0pts**
Creative coding sketch: Creativity **25pts**	Sketch clearly presents a unique and poetic iteration of LeWitt's wall drawing instruction. The sketch is distinct and well explored visually showing playful and exceptional inspiration in both thought and direction. **25pts**	Sketch adequately presents an iteration of LeWitt's wall drawing instruction. The sketch is distinct and sufficiently explored visually showing a good amount of inspiration in both thought and direction. **20pts**	Sketch presents an iteration of LeWitt's wall drawing instruction. The sketch has been explored visually showing some evidence of inspiration in either thought and/or direction. **15pts**	Sketch presents an iteration of LeWitt's wall drawing instruction. The sketch requires more exploration visually with documentation of inspiration in either thought and/or direction. **10pts**	Sketch presents an iteration of LeWitt's wall drawing instruction with little to no exploration visually. **5pts**	Not present **0pts**
Process journal documenting inspiration, ideas and trials(500 words with accompanying images) **20pts**	Journal clearly shows exceptional thought, effort and research in exploring LeWitt's wall drawings. Process is documented thoroughly and concisely. Ability to critically identify opportunities for further exploration and communicate these back are exemplary. **20pts**	Journal shows a good amount of thought, effort and research in exploring LeWitt's wall drawings. Process is documented adequately. A sufficient approach to critically identify opportunities for further exploration and communicate these back have been explored. **15pts**	Journal shows some amount of thought, effort and research in exploring LeWitt's wall drawings. Process is documented. Opportunities and/or communication for further exploration is not entirely clear. **10pts**	Journal shows little amount of thought, effort and research in exploring LeWitt's wall drawings. Process is roughly documented and opportunities and/or communication for further exploration is unclear. **5pts**		Not present **0pts**
3 x weekly sketches submitted via openProcessing (Each task will be marked for both technical ability and creativity) **30pts**	Sketches all clearly show an understanding of the weekly coding practicals and each sketch has been confidently explored both technically and creatively from an exceptionally unique perspective. **30pts**	Sketches demonstrate a good understanding of the weekly coding practicals and some sketches have been explored further technically and/or creatively. **20pts**	Sketches show little to no understanding of the coding practicals and/or no effort has been made to explore or develop the exercises any further. **10pts**			Not present **0pts**

Task 2: Interactivity and Data(40%)

Throughout the semester you will be learning about different perspectives on creativity in parallel with technical explorations. Your task in this studio is to demonstrate your understanding and impression of how creative coding can extend your practice as a designer.

Create an interactive sketch with code. That's it. The world is your oyster.
The only requirements are as follows:
- You are required to have an input that affects the visuals or sounds of your sketch, ie. no static sketches
- You are required to explore and connect data and visuals in a meaningful way
- You are required to research and explore artists and designers, whether past or present, to inspire and push forward your ideas

This piece should be personal and an expression of the type of practitioner you want to be. Don't be afraid of pushing yourself into technical territories that may seem scary. Start small, build and iterate throughout the semester and I promise we will get there.

Assessment Criteria
- 1 x interactive demo of final project (20pts)
- Process journal documenting inspiration, ideas and trials(~500 words with accompanying images)(20pts)
- 6 x weekly sketches submitted via openProcessing(60pts)

Due date: Thu 15 Oct 2020, 11pm AEST
Reminder: No assessments will be accepted without a cover sheet

Assignment Rubric

Criteria	Marking (pts)					
Interactive Demo **20pts**	Demo clearly presents an inspired and interactive sketch which represents data in a meaningful way. The direction, method of interaction and experimentation demonstrates a thorough and playful evolution on preliminary ideas and inspirations. The creativity is of a unique and exceptional quality that successfully demonstrates growth and confidence in technical capabilities. Code successfully works as suggested. **20pts**	Demo adequately presents a sketch which represents data in an interesting way. The direction, method of interaction and experimentation demonstrates a good amount of evolution on preliminary ideas and inspirations. The creativity and/or technical capabilities are well explored and executed. Code works as suggested. **15pts**	Demo presents a sketch which represents data. The direction, method of interaction and experimentation demonstrates some evidence of evolution on preliminary ideas and inspirations however more creativity and/or technical capabilities are needing to be explored. Code may or may not execute. **10pts**	Demo presents little to no effort in representing data in a unique way. It is unclear on the direction, method of interaction and/or experimentation involved. A significant amount of creativity and/or technical capabilities are needing to be investigated. Code may or may not execute. **5pts**		Not present **0pts**
Process journal documenting inspiration, ideas and trials(500 words with accompanying images) **20pts**	Journal clearly shows exceptional thought, effort and research leading up to the submitted demo. Process is documented thoroughly and concisely. Ability to critically identify opportunities for further exploration and communicate these back are exemplary. **20pts**	Journal shows a good amount of thought, effort and research in achieving the submitted demo. Process is documented adequately. A sufficient approach to critically identify opportunities for further exploration and communicate these back have been explored. **15pts**	Journal shows some amount of thought, effort and research in the process of reaching the submitted demo. Process is documented. Opportunities and/or communication for further exploration is not entirely clear. **10pts**	Journal shows little amount of thought, effort and research. Process is roughly documented and opportunities and/or communication for further exploration is unclear and/or undocumented. **5pts**		Not present **0pts**
6 x weekly sketches submitted via openProcessing (Each task will be marked for both technical ability and creativity) **60pts**	Sketches all clearly show an understanding of the weekly coding practicals and each sketch has been confidently explored both technically and creatively from an exceptionally unique perspective. **60pts**	Sketches demonstrate a good understanding of the weekly coding practicals and some sketches have been explored further technically and/or creatively. **40pts**	Sketches show little to no understanding of the coding practicals and/or no effort has been made to explore or develop the exercises any further. **20pts**			Not present **0pts**

Task 3: Present and Demo(30%)

Finalise and prepare a live demo of your interactive sketch.

Prepare a 10-minute presentation on your inspiration, process and final outputs. Use plenty of large images and tell your story. This is not meant to be a stiff or professional presentation, just a chance to share your work amongst peers. Have fun with it!

As an additional part of this assessment, each student will also be required to ask and be asked a question at the end of each presentation. This is an opportunity for the class to discover more about your inspiration and process.

Assessment Criteria
- Presentation including slides(15pts)
- Answer(5pts) and question(5pts)
- Final interactive demo and process journal documenting all inspiration, ideas and trials(~800 words with accompanying images)(75pts)

Presentation: Wed 23 + 30 Oct, 9:30am-12:30pm (In class)
Hand-in: Sun 01 November 2020, 11pm AEST
Reminder: No assessments will be accepted without a cover sheet

RMIT UNIVERSITY

Assignment Rubric

Assessment task	Criteria				
Final interactive demo and process journal This will assess the progress throughout the duration of the semester. **75pts**	Overall project clearly presents a unique and well executed final demo which has culminated from a tremendous amount of research, inspiration and self-initiated exploration. The demo is finalised, playful and shows an exceptional amount of understanding in both the opportunities of creative coding and the learning material provided. The thought processes and evolution of concepts are thorough and imaginative with confident and experimental flair. **75pts**	Overall project presents an interesting and well executed final demo which has culminated from a good amount of research, inspiration and self-initiated exploration. The demo is finalised, playful and shows a good amount of understanding in both the opportunities of creative coding and the learning material provided. The thought processes and evolution of concepts are clear and well communicated. **60pts**	Overall project presents a final demo which has culminated from a sufficient amount of research, inspiration and self-initiated exploration. The demo is finalised and demonstrates some understanding in both the opportunities of creative coding and the learning material provided. The thought processes and evolution of concepts are relatively clear and communicated. **45pts**	Overall project presents a demo which has culminated from some research and inspiration. More understanding into the abilities and opportunities of creative coding and the learning material provided needs to be communicated. More refinement and development of concept is required. Documentation is minimal. **30pts**	Overall the project may or may not present a working demo with little to no evidence of research and inspiration. A significant amount of understanding into the abilities and opportunities of creative coding and the learning material provided are missing. Documentation and communication is minimal. **15pts**	Not present **0pts**
Presentation **15pts**	Presentation clearly communicates the story and process of the final demo to the class. An interesting and confident story is told with personality and accompanying visual material. Presentation demonstrates an exceptional comprehension of the possibilities of creative coding. Demo works. **15pts**	Presentation communicates the story and process of the final demo to the class. The process is explained with accompanying sufficient visual material. Presentation demonstrates a sufficient comprehension of the possibilities of creative coding. Demo works. **10pts**	Presentation does not sufficiently demonstrate the process for the final demo to the class. It is explained with minimal to no visual material. Much more attention is required to better communicate the thought process and execution of final output/s. Demo may or may not work. **5pts**			Not present **0pt**
Presentation answer **5pts**	Student successfully answers a question from peer thoughtfully and considerately, expanding on their presentation. **5pts**	Student answers a question from peer. **2pts**				Not present **0pt**
Presentation question **5pts**	Student successfully asks a relevant question to peer thoughtfully and considerately. The question allows the peer to expand on their presentation. **5pts**	Students asks a question to peer. **2pts**				Not present **0pt**

Digital Media Specialisation 1-2: Creative Coding
Last updated: 17th July 2020