

ART + CODE

Dr. Ortiz and Ms. Riley
Engineering and Design Lab

GOALS FOR THIS COURSE >>> IN THE LAB

- think like a coder and an artist
- build a foundation in CS fundamentals
- learn from each other
- practice a strong work ethic
- learn through tech/hardware challenges
- create artistic digital and physical works
- display and share your work
- be a great digital and lab citizen

GRADING SOFTWARE UNIT OVERVIEW

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|-----------------|------------------------|-------------------|
| • code | • GitHub | • Sequencing |
| • product | • p5js | • Selection |
| • documentation | • Illustrator | • Iteration |
| • engagement | • fabrication software | • Data structures |
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OUR PROJECTS >>>

ALGORITHMIC DESIGN
DIGITAL FABRICATION
MACHINE DRAWING

DEVICE POLICY

You will need your laptops everyday for class. Phones and cameras will be used for documenting work. Your laptops, however, should not be used for anything other than lab and coding work during class time.

ACADEMY HONESTY

This class is built on a share culture. If you are inspired by someone's work, note it in your code/reflection. If it is within the parameters of the assignment to modify someone's work, check the permissions and licensing. Provide a link to the original code/material.

We are so excited to have you in class!