

## University of London International Programmes

### Creative Computing

#### CO2227 Creative Computing II: Interactive Multimedia

#### Coursework assignments 2017-18

##### Introduction

The following assignments provide an opportunity for you to obtain a broader and deeper understanding of some of the material in this course. You may wish to use the creative work from your assignments as the basis for developing an item in your portfolio; see the appropriate sections of the subject guide and the Portfolio booklet for details.

##### Academic approach to discussion questions

You are expected to approach these courseworks in a rigorous and academic way. While it is fine to use Internet search tools and Wikipedia to obtain a broad understanding of a topic, it is **essential** that you use reliable academic references to obtain your information. We expect you to approach the work in an informed and critical manner, and to develop an ability to form views based on evidence (substantiating any strong claims you may make), and to argue in support of your claims.

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](#)). You may find it helpful to look at the end of any journal or conference paper to get an idea of how to cite your reference material appropriately.

If you make use of any code that you have not written yourself – whether you use it as is, or make modifications to it – it is essential that you acknowledge this properly. Likewise, you are free to use material from the Creative Commons, but you must respect and adhere to any licensing information that is associated with the material.

##### Submission

Completed coursework assignments are to be uploaded to the VLE for submission. In general:

- essays and discussions must be in the form of a PDF;
- any *Processing* sketches should be in a ready-to-run form (which may mean that you have to submit them as a zip file containing an appropriate Data folder); and
- it is essential that you comment any code that you submit.

Both courseworks this year involve aspects relevant to the Internet. The briefs given are less prescriptive than in previous years; please use this as an opportunity to do justice to the requirements, both in terms of reading and writing, as well as in terms of creative development of your artefacts.

Both courseworks that you will attempt this year will help you develop your understanding of concepts in the Creative Computing courses, as well as extending your technical and creative ability.

Your submissions will be assessed on how successfully it fulfils the brief, the technical content of the sketches, the clarity of your written descriptions, and any additional added value. We will also continue to develop your ability to critically evaluate your own and others' work.

You should spend around 20-40 hours on each coursework, in order to produce work that will obtain an average grade. If you aim for a higher grade, you may need to spend more time on the work; and if you spend less time, then it is likely you would obtain a lower grade.

### **Coursework assignment 1 – Creativity and the Internet**

The first coursework is made up of three parts. In the first part, you are expected to write an essay that is the result of academic research; next you are to develop an artwork or artefact that addresses a particular brief (and then critique specific aspects of that artwork or artefact); and finally, you are to identify a fellow student with whom you will swap work for the second coursework.

1. Discuss, in **about 1000 words**, how computers and the Internet have enabled creation and dissemination of artistic works, and the extent to which they have acted to disrupt modes of creation and dissemination that existed before.

**[35%]**

2. In the context of Question 1, create a multimedia or interactive (or both) artwork of your own which would have been difficult or impossible to produce before the advent of the Internet. Discuss – in **at most 500 words** (though it is possible to do justice to this part in a shorter essay) – what aspects of the Internet's existence are reflected in your creation, and the extent to which your creation could be considered a timeless piece of art.

**[63%]**

3. Identify a fellow student with whom you will be able to swap courseworks after the submission date for this coursework has passed. Make sure the other student knows that you wish them to be your partner, and that the wish is mutual. Submit three things for this part: your swap-partner's name, their UoL student number, and a very brief description of how you know them.

Students at teaching institutions may choose a classmate, but this is not compulsory – any student taking the course this year is a permissible partner. For students studying independently, the VLE offers the best way to find a student to partner with on this part of the coursework.

Although this part is worth a very small number of marks, it is not optional. **If you do not complete this part, you will not be able to do the second coursework.**

**[2%]**

**[Total: 100%]**

**Submit the following by uploading to the VLE:**

- A **single PDF document** for your written assignment submission, containing your written answers to all the questions/discussions asked for above. The file should be named using the following convention: `YourName_SRN_CO2227cw1.pdf`, where `YourName` and `SRN` are your full name as it appears on your student record and your UoL student number respectively. Make sure you indicate clearly, through headings, which parts of the PDF are answering which questions.
- A **single zip file** called `YourName_SRN_CO2227cw1_Part2.zip`, containing one directory called `Exploration`, which contains all `.pde` file(s) and any associated data files for the sketch you developed for Part 2. The main `.pde` file should be called `Internet.pde`.

**[END OF COURSEWORK ASSIGNMENT 1]**

## Coursework assignment 2 – Recommender systems

This coursework explores some aspects of recommender systems, which have become increasingly ubiquitous. First, you are required to complete a critique of another student's work for coursework one. Second, you are required to undertake a focused investigation into recommender systems. Finally, you are required to use what you learn from your investigation as the inspiration for an artefact.

1. In the previous coursework assignment, you were required to present an essay about how the Internet can influence creativity in the digital domain.

Using the work (essay, artefact and accompanying report) that you obtained from the fellow student identified before submission, you should now evaluate their work. You should obtain their submission and critique each of the first two parts – the essay, and the creative artefact. Then comment on how their work addresses the question about the influence of the Internet.

Remember that critique does not mean simply finding fault; in order to properly critique something, you need to understand the broad area (which you should, from having done the background reading for your own coursework assignment) and you need to evaluate the strengths and weaknesses of the work in that context. Most importantly, you should try to determine whether the artefact is effective – that is, whether it achieves its aim.

Please submit your critique or evaluation as part of a .pdf, according to the instructions given below. Make sure you clearly identify (again) the name of the student whose work you are critiquing; if you need to change this from the student identified in your submission for Coursework assignment 1, you must get in touch with us through the VLE to explain the reasons for the change. At the end of the critique, you should include a general grade that you would award to the work. Do this for each of the two sections, and then for the submission overall. Please note that the grades you award will have no effect on the grade that your fellow student is awarded by the University of London Examiners; this is simply for you to give us an indication of how you rate this work.

**[20%]**

2. The concepts behind recommender systems existed long before the Internet, though they have developed in a very particular way due to the explosion of information available on the Internet.

If we take as a basic premise that a recommender is something that is used to decide whether we might like something, a non-Internet recommender might be a friend, a newspaper review, or a book that provides critiques. An example from the Internet is a shopping or movie site that gives you suggestions of what you might like, based on what you've bought or watched previously.

You are to write an essay of up to 1500 words that discusses the central concepts needed for a recommender to be effective, and how the Internet has influenced how we make and use recommender systems. You might, among others, consider questions such as whether recommenders that are not Internet-based are still effective, and whether those that are Internet-based are functioning less well due to missing some data through only utilising Internet information. A successful essay may well be shorter than the maximum limit, but do make sure it contains appropriate academic consideration and argument, as well as your own (justified) thoughts.

**[30%]**

3. Based on what you have found in your investigations for the previous part, you are to develop a creative artefact in *Processing* that is motivated by your research. You do not need to implement a recommender system, but you need to make it clear how your

artefact relates to one or more of the concepts of recommender systems that you've discussed.

Provide a brief (less than 400 words) critique that describes your basic motivation, as well as how effective you believe your sketch to be.

**[50%]**

**[Total: 100%]**

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- A **single zip file** called `YourName_SRN_CO2227cw2_Part2.zip`, containing one directory called `Exploration`, which contains all `.pde` file(s) and any associated data files for the sketch you developed for Part 2. The main `.pde` file should be called `Recommender.pde`.

**[END OF COURSEWORK ASSIGNMENT 2]**