

Creative Computing *K*

FA
19

PUCD 2035
CRN 4944

Tuesday, 7:00pm–9:40pm, 8/27–12/3/2019
Academic Entrance, 63 Fifth Ave, Room 622
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Course Description

Creative Computing is designed to introduce students to programming as a creative medium—as a way of making and exploring. The coursework focuses on developing a vocabulary of interaction design principles which can then be applied across a range of platforms. Students are encouraged to experiment with various media, tools, and techniques, ultimately producing a portfolio of interactive and visual projects designed for the screen. An emphasis is placed on typography as it applies to a screen context, research-based problem solving and a “learning through making” approach to technical skill building. Historical and current interaction design precedents will be discussed.

Learning Outcomes

By the successful completion of this course, students will be able to:

1. Demonstrate knowledge of fundamental programming concepts.
2. Develop several visual & interactive projects.
3. Objectively present their design process and workflow.
4. Integrate a variety of media elements into their projects.
5. Problem solve with other students through reading other students' code.
6. Demonstrate the ability to research and learn unfamiliar technical topics.
7. Concept projects that use code in a creative way.
8. Research historic and current design precedents to contextualize their work.
9. Evaluate how typography and its variables are applied to interactive systems to facilitate orientation, support usability and create consistency.

Course Schedule	Date		Content	Assignment
	wk 1	8/27	introduction, set-up 1	finish set-up 1
	wk 2	9/3	sett-up 2; HTML 1	finish in-class exercise
	wk 3	9/10	HTML 2	Semantic Lyric
	wk 4	9/17	HTML3 & CSS 1	Semantic Lyric
	wk 5	9/24	HTML4 & CSS 2	Semantic Lyric
	wk 6	10/1	CSS 3	Object Drawing
	wk 7	10/8	CSS 4 & mid-term check-in 1	Object Drawing
	wk 8	10/15	CSS 5 & mid-term check-in 2	Müller-Brockmann Poster
	wk 9	10/22	CSS 6	Müller-Brockmann Poster
	wk 10	10/29	CSS 7 & javascript/jQuery 1	Müller-Brockmann Poster
	wk 11	11/5	working session	Open-sourcing
	wk 12	11/12	javascript/jQuery 2	Open-sourcing
	wk 13	11/19	working session	Open-sourcing
	wk 14	11/26	javascript/jQuery 3	Final Documentation
	wk 15	12/3	final critique	

Please visit the course website for the most updated schedule.

Grading

Attendance & Class Participation 25%
Exercise & Assignments: 75%

Standard

A	4.0	Work of exceptional quality, which often goes beyond the stated goals of the course
A-	3.7	Work of very high quality
B+	3.3	Work of high quality that indicates higher than average abilities
B	3.0	Very good work that satisfies the goals of the course
B-	2.7	Good work
C+	2.3	Above-average work
C	2.0	Average work that indicates an understanding of the course material; passable <i>Satisfactory completion of a course is considered to be a grade of C or higher.</i>
C-	1.7	Passing work but below good academic standing
D	1.0	Below-average work that indicates a student does not fully understand the assignments; Probation level though passing for credit
F	0.0	Failure, no credit

Attendance

According to school policy, students who miss 20% of the classes, namely 3 in our case, will fail the class. If you have any anticipated absences due to religious observance, please let me know before 9/10 if possible.

Grade of W

The grade of W may be issued by the Office of the Registrar to a student who officially withdraws from a course within the applicable deadline. There is no academic penalty, but the grade will appear on the student transcript. A grade of W may also be issued by an instructor to a graduate student (except at Parsons and Mannes) who has not completed course requirements nor arranged for an Incomplete.

Grade of Z	The grade of Z is issued by an instructor to a student who has not attended or not completed all required work in a course but did not officially withdraw before the withdrawal deadline. It differs from an "F," which would indicate that the student technically completed requirements but that the level of work did not qualify for a passing grade.
Grade of Incomplete	<p>The grade of I, or temporary incomplete, may be granted to a student under unusual and extenuating circumstances, such as when the student's academic life is interrupted by a medical or personal emergency. This mark is not given automatically but only upon the student's request and at the discretion of the instructor. A Request for Incomplete form must be completed and signed by student and instructor. The time allowed for completion of the work and removal of the "I" mark will be set by the instructor with the following limitations:</p> <p>Work must be completed no later than the seventh week of the following fall semester for spring or summer term incompletes and no later than the seventh week of the following spring semester for fall term incompletes. Grades of "I" not revised in the prescribed time will be recorded as a final grade of "F" by the Registrar's Office.</p>
College, School, Program and Class Policies	A comprehensive overview of policy may be found under <u>Policies: A to Z</u> . Students are also encouraged to consult the <u>Academic Catalog</u> for Parsons.
Canvas	Use of Canvas may be an important resource for this class. Students should check it for announcements before coming to class each week.
Electronic Devices	The use of electronic devices (phones, tablets, laptops, cameras, etc.) is permitted when the device is being used in relation to the course's work. All other uses are prohibited in the classroom and devices should be turned off before class starts.
Responsibility	Students are responsible for all assignments, even if they are absent. Late assignments, failure to complete the assignments for class discussion and/or critique, and lack of preparedness for in-class discussions, presentations and/or critiques will jeopardize your successful completion of this course.

Active Participation and Attendance

Class participation is an essential part of class and includes: keeping up with exercises, assignments, projects, contributing meaningfully to class discussions, active participation in group work, and coming to class regularly and on time.

Parsons' attendance guidelines were developed to encourage students' success in all aspects of their academic programs. Full participation is essential to the successful completion of coursework and enhances the quality of the educational experience for all, particularly in courses where group work is integral; thus, Parsons promotes high levels of attendance. Students are expected to attend classes regularly and promptly and in compliance with the standards stated in this course syllabus.

While attendance is just one aspect of active participation, absence from a significant portion of class time may prevent the successful attainment of course objectives. A significant portion of class time is generally defined as the equivalent of three weeks, or 20%, of class time. Lateness or early departure from class may be recorded as one full absence. Students may be asked to withdraw from a course if habitual absenteeism or tardiness has a negative impact on the class environment.

Academic Honesty and Integrity

I will assess each student's performance against all of the assessment criteria in determining your final grade.

Compromising your academic integrity may lead to serious consequences, including (but not limited to) one or more of the following: failure of the assignment, failure of the course, academic warning, disciplinary probation, suspension from the university, or dismissal from the university.

Students are responsible for understanding the University's policy on academic honesty and integrity and must make use of proper citations of sources for writing papers, creating, presenting, and performing their work, taking examinations, and doing research. It is the responsibility of students to learn the procedures specific to their discipline for correctly and appropriately differentiating their own work from that of others. The full text of the policy, including adjudication procedures, is found on the university website under Policies: A to Z. Resources regarding what plagiarism is and how to avoid it can be found on the Learning Center's website.

The New School views "academic honesty and integrity" as the duty of every member of an academic community to claim authorship for his or her own work and only for that work, and to recognize the contributions of others accurately and

completely. This obligation is fundamental to the integrity of intellectual debate, and creative and academic pursuits. Academic honesty and integrity includes accurate use of quotations, as well as appropriate and explicit citation of sources in instances of paraphrasing and describing ideas, or reporting on research findings or any aspect of the work of others (including that of faculty members and other students). Academic dishonesty results from infractions of this “accurate use”. The standards of academic honesty and integrity, and citation of sources, apply to all forms of academic work, including submissions of drafts of final papers or projects. All members of the University community are expected to conduct themselves in accord with the standards of academic honesty and integrity. Please see the complete policy in the Parsons Catalog.

Intellectual
Property Rights

The New School (the “university”) seeks to encourage creativity and invention among its faculty members and students. In doing so, the University affirms its traditional commitment to the personal ownership by its faculty members and students of Intellectual Property Rights in works they create. The complete policy governing Intellectual Property Rights may be seen on [the university website](#), on the Provost’s page.

Reading List

What is Code? Paul Ford, 2015	Why Video Games Can’t Teach You Empathy Cecilia D’Anastasio, 2015
Art as Technique Viktor Shklovsky, 1917	<i>Designing in Liquid Times: Generative Graphic Design in an Age of Uncertainty</i> Marlies Peeters, 2016
<i>Theory of the Dérive</i> Guy Debord, 1958	
<i>Stop Drawing Dead Fish</i> Bret Victor, 2012	<i>Clive Thompson on the Future of Reading in a Digital World</i> Clive Thompson, 2009
dys4ia Game Anna Anthropy, 2012	