Digital Media and Culture 1

ART-3363 | M/W 10.00-11.50
DEMATT 266
3 Credits, 12 hours/week
Prerequisite: ART-3233 or consent
Instructor: Prof. Scholl
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Office: DEMATT, 175
(Hours M-TH 12-1 or by appt.)

Course Description This studio class introduces students to digital media, computer literacy, and computational thinking as they relate to art, design and culture. The computer is an artistic medium that enables different and unique forms of communication and expression, including time-based animation and interaction design. Students learn to code within the context of the visual arts and are introduced to data, a variety of electronic art forms, as well as contemporary artists and designers. Prerequisite: ART3233 or consent.

Assignments include readings, video, research and analysis, hands on work, and critique.

Course Philosophy

In line with Newman University's mission, you are empowered to *transform society*. This course is a framework to realize the mission through digital media and in particular code. You are expected to take charge and shape your own learning experience. This course provides a safe space that encourages de-risking strategies that allow you to learn from your mistakes.

Course Goals and Learning Outcomes (meets all four Art Program Learning Goals, Objectives, and Outcomes)

- **Look outward** toward user-centered research and other designers' work past and present.
- **Think** divergently and generate as many prototypes and solutions as possible.
- **Experiment** by changing variables and using your imagination.
- **Track** your "sketches," ideas and notes in a progress/process notebook daily.
- **Use** data and animation to tell a story.
- **Understand** the syntax, iteration, color, graphic elements, conditional testing, time, etc.
- **Apply** traditional Gestalt principles, visual hierarchy, alignment and grids.
- **Work** independently and collaboratively, maintain a professional attitude.

Evaluation and Grading:

Process/Progress Notebook	20%
Participation	30%
Midterm Project	25%
Final Project	25%

To receive a respectable grade:

- Have a positive attitude.
- Generate lots and lots of ideas in your progress notebook
- Listen in class and take notes.

- Show up on time to all classes and stay for the duration.
- Communicate with your professor if you must miss a class.
- Submit **all** of the deliverables, **on time**, with your name in the filename.
- Follow constraints: do all parts of the deliverables, paying careful attention to seemingly trivial requirements.
- Make mistakes, take risks.
- Persevere.

To receive a really great grade, in addition:

- Go the extra mile, do even more than what is expected.
- Help your classmates when they're stuck.
- Make helpful contributions to discussions.
- Make interesting, novel, provocative work that's well-crafted.
- Have a really robust progress/process notebook.

Resources

Suggested Reading and Research

1. *Processing: a programming handbook for visual designers and artists, Second Edition, Casey Reas and Ben Frye, The MIT Press, 2014, ISBN 978-0-262-02828-8.*

2. *Learning Processing, Second Edition. Daniel Shiffman, Morgan Kaufmann, 2015, ISBN-10: 0123944430.*

3. *https://p5js.org*

4. *https://ml5js.org*

5. *https://processing.org*

6. Forum: https://discourse.processing.org/categories

Video - REQUIRED**

https://vimeo.com/channels/eyeo2016/175846596

SLACK - REQUIRED**

Slack is an instant messaging and collaboration system on steroids

- Android app – https://play.google.com/store/apps/details?id=com.Slack
- iphone app – https://slack.com/downloads/ios
- Slack help: https://get.slack.help/hc/en-us

Free subscription to Lynda.com - REQUIRED**

Apply for a free library card at the Newton Kansas Public library or a free Kansas Library eCard

https://www.newtonplks.org/services/using-the-library/

https://kslib.info/277/Kansas-Library-eCard

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Learning and Grading **Rubric**

	Excellent – goes beyond (A)	Good – meets requirements (B)	Needs Improvement (C or D)
Look Outward Think Refine Participate	**A wide variety of ideas are generated and explored, goes beyond the expected,** grasps divergent thinking, and prototyping. Learns from mistakes, integrates feedback. Adds value to critiques.	Does the **least amount of work to satisfy the project**. Has a variety of ideas, but should have more. Integrates feedback sometimes. Participates in class only when called upon.	**Generates only one idea.** Doesn't take the audience into consideration. Does not take risks. Visual and verbal communication is difficult to understand.
Track	**Progress/process notebook** filled with **ideas daily**.	Decent progress/process notebook **adds ideas several times a week**.	Progress/process notebook is really lacking, **adds ideas less than once a week.**
Use	Data and animation to tell a story. .	Understands the basic idea, but struggles with story telling.	Has **no grasp of how data tells a story**.
Understand Apply	Understands code syntax and how to organize data	**Basic understanding of code**, but doesn't always integrate them to improve the project.	Has **no grasp of the code or data.**
Work	Works well alone and in collaboration with others. 100% prompt attendance; assignments are completed on time; **positive attitude that displays ambition, persistence and determination;** professional attitude always exhibited.	Works well alone and in collaboration with others. **Classes are seldom missed** and attendance is prompt; most assignments are completed on time; **attitude is generally positive** displaying ambition, persistence and determination; professional attitude is sometimes exhibited.	Does not work well in class. **Classes are often missed** and attendance is tardy; assignments are sometimes completed on time; attitude is sometimes negative lacking ambition, persistence and determination; professional attitude shows a lack of commitment.

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Self-Evaluation Rubric

Refer to Learning and Grading Rubric • provide specific examples: how did you integrate feedback? • how did your variations differ? • what did you do to go above and beyond the assignment? • what could you have done better? • which computer language did you enjoy most and why? • ETC.

Excellent – goes beyond
Good – meets requirements
Needs Improvement

Look Outward Think Refine Participate	
Track	
Use	
Understand Apply	

Name _____   Date _____