

Art 102 Winter 2024 Mobile Media - App Art

Instructor: Lisa Jevbratt (jevbratt@arts.ucsb.edu)

Time: T/TR 9.00 AM - 10.50 AM in E-Studio Art 2220

Class Homepage URL: https://rosebud.arts.ucsb.edu/~jevbratt/teaching/w_24/102/

Office hours: By appointment in e-studio or my office Art 2228

Prerequisites:

Art 22 (or instructor's consent). Some programming experience is required.

Class Content:

The last decade people in the US access the internet more frequently using smartphones than computers. As Apple have wanted us to believe since they first released their iPhone in 2007, there really might now be an app for everything. Does our increased reliance on these small devices, running the highly specialized software we call apps, narrow or expand our realities and possibilities? Or both? In this class, we will make art apps that investigate these and other questions of importance in the appified world we live in.

The apps you make can be subversive, location aware, funny, political, performative, respond to the users' movements, social, poetic, strange, tools, conceptual, beautiful, expressive, narrative, context dependent and much more. We will be using HTML5, CSS, JavaScript, and p5.js to program the apps. We will take advantage of the gyroscope and GPS of our devices and integrate data from the web (weather, news etc.).

A few readings and research of existing apps and app art will help contextualize the projects.

You will learn basic programming skills that can be applied towards learning and using other computer languages for a wide range of purposes.

The class requires a focused and dedicated interest in the concepts and techniques dealt with. The class will be demanding, and students have to work independently solving programming problems and researching ideas inside and outside of the class.

Required Hardware:

- If you have a laptop I strongly recommend that you use it since you are comfortable with that environment.
- You will need an iOS or Android mobile phone (or another smartphone).

Required Software:

- Web Browser: Use Safari if you have an iPhone and work on a Mac, use Chrome if you have an Android phone and/or are working on a PC.
- Text editors: Brackets (free), BBEdit (Mac only, trial version), Visual Studio Code (free), Sublime (trial version) etc.
- SFTP clients (for transferring images/video/sound): Cyberduck, Filezilla, Transmit etc.

Assignments and grading:

Projects are graded on effort (the number of hours spent, the amount of code written, the number of coding features used, exercise submitted), conceptual originality, and aesthetic and technical accomplishment. To help you progress through the class, assignments must be turned in on the due date. Late assignments or remakes will only be accepted in special circumstances and the assignment grade will be lowered.

The class grade is mitigated by attendance. If you miss more than 2 classes, your grade will be lowered. You cannot pass the class if you miss 6 or more classes.

3 Projects (including related exercises):

- "Introverted" App Project (23% of grade)
- "Extroverted" App Project (23% of grade)
- Final ("The Most Important") App Project (23% of grade)

Class homepage and Art App context research (10% of grade)

Required Readings/Research (10% of grade):

- 2 Chapters from *The Imaginary App* (Software Studies) Ed. P. D. Miller and S. Matviyenko, available on from class website.

Participation in lectures, discussions (including readings) and critiques, and contribution to the class in form of information, ideas, code, energy: 11% of the grade.

Plagiarism:

The projects and exercises presented in class should be YOURS, not mere copies or modifications of existing projects.

You CANNOT copy whole projects or files even if you make changes to them.

You CAN copy small parts of code from different sites/AI/people, including the professor and fellow students, and combine them into your program. However, you HAVE TO write a comment before the code block stating where you got the code from.

Other use of code is considered plagiarism and will be brought to the attention of the university.