Art 102 Spring 2016 Mobile Media - App Art

Instructor: Lisa Jevbratt
Time: M/W 1:00 PM - 3:50 PM in E-Studio Art 2220
Class Homepage URL: http://rosebud.arts.ucsb.edu/~jevbratt/teaching/s_16/
Office hours: By appointment in e-studio or my office Art 2418

Prerequisites:
Art 22 (or instructors consent). HTML experience is required. The class is a beginning programming class, with no prior
programming experience expected apart from what is covered in Art 22 and 7D. If you have more experience with
programming there is still a lot to learn and explore both conceptually and technically. If you have any questions please
contact the instructor.

Class Content:
Since the winter of 2014, people in the US access the Internet more with smartphones than computers. As Apple have
wanted us to believe since they first released their iPhone, 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, cyborgian, 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 Perl to program the apps. We will take advantage of the gyroscope and GPS
of our devices and integrate data from other web sites (weather, news, Twitter, Facebook, 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.

Assignments:
Several small coding exercises, including class homepage (30% of grade)
Context research (10% of grade)
1 Final project (30% of grade)

Required Reading (online):
Technical tutorials (as part of coding exercises)
1-2 Chapters from The Imaginary App (Software Studies) Ed. P. D. Miller and S. Matviyenko (10% of grade).

Grading:
Assignments are graded on research, idea, originality, effort, and aesthetic and technical accomplishment.

Participation in lectures, discussions (including readings) and critiques, and contribution to the class in form of
information, ideas, code, energy is worth 20% of the grade. In addition 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.

To help you progress through the class, projects and assignments must be turned in on the due date. Late
assignments will not be accepted.

Hardware used for class:
If you have a laptop I strongly recommend that you use it since you are comfortable with that environment. If you
don’t have one that is fine as well, there are plenty of macs and PCs in the lab. You can get access to the lab off
hours.

It is great if you have an iOS (iPhone/iPad/iPod) or Android device. We will focus on those mobile operating
systems because they are the most common. If you don’t have one you might be able to borrow an iPod.

Required Software (Free):
Web Browser: Use Safari if you make an App (primarily) for iOS devices, use Chrome if you make (primarily) an
Android App.
Text editors: Mac: Textwrangler (the free version of BBEdit), PC/Mac: JEdit
SFTP clients: Filezilla, Transmit or others