

Art 22 Fall 2024 Introduction to Computer Programming in the Arts

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Class Homepage URL: https://rosebud.arts.ucsb.edu/~jevbratt/teaching/f_24/ (available from Oct. 1)

All assignments, links to software, examples, information, tutorials etc. will be posted on the class website, keep up with class activities and due dates there.

No previous programming experience required.

Class Description:

Using a project-based approach, the basic components of web development and computer programming and are explored in different formatting and programming languages such as HTML/CCS, JavaScript and P5.js. The class is intended to create an understanding of computer programming in general, its use and cultural implications, as well as providing a foundation for utilizing programming in a wide range of projects, from traditional to new media.

Our class meetings will consist of lectures and plenty of time to work on your own with the help of the instructor and the TA.

Assignments (details TBA):

1. Home page (HTML/CSS) (5% of the class grade)
2. Context Assignment (5% of the class grade)
Finding programming art projects
3. 5 programming exercises/sketches (total 50% of the class grade)
JavaScript/p5.js including one resulting in a physical print/object using 2D printing/laser cutting
4. Final project (25% of grade)

Grading:

Participation in lectures, discussions and critiques, and contribution to the class in form of information, ideas, code, energy is worth 15% of the grade. In addition, the class grade is mitigated by attendance. If you miss more than 3 classes, your grade will be lowered. You cannot pass the class if you miss 6 or more classes.

Exercises and projects are graded on effort (the number of hours spent, the amount of code written, the number of coding features used), conceptual originality, and aesthetic and technical accomplishment.

To help you progress through the class, projects and assignments must be turned in on the due date, and your assignment grade will be lowered if it is turned in late.

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 adjustments 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. 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.