Fall 9-1-2022

MART 120.50: Creative Coding I

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Creative Coding 1
MART 120 Syllabus Fall 2022

MART 120 Section 50
Instructor: Michael Cassens
Office: McGill 230
Office Hours: By appt
Phone/Text: (415) 787-0577
E-mail: michael.cassens@mso.umt.edu

Please feel free to set up an appointment using my calendaring program.
https://calendly.com/michael-cassens/120-meeting

Discord - https://discord.gg/WVyWG5bFQt

URL: http://umonline.umt.edu/

Overview:

- Creative Coding I is a fully online introductory programming course for Media Artists without pre-requisites. We create games, art, and other digital representations using various visual and written programming languages. We study how our mindset can influence the art we create and our formed expressions.
- Explore digital art in a new and exciting way through computer programming. Blend the traditional with technology to create some new. Learn that programming is an art form unto itself and learn how graphical visualizations integrate with many different disciplines. As an introductory course, it is meant to get you excited about the possibilities of what programming can do for you. Anyone is welcome, and we interact with one another online in new ways to enhance each other's art and engagement.

General Computing Concepts	**Logical Reasoning and Critical Thinking**	**Multiple programing paradigms**

Upon completing this course, a student will be able to:

- Experience with programming constructs
- Analysis of different programmatic techniques
- Creating digital art using programming languages
- Creating simple games using programming languages

- Online presentation skills using current online collaboration tools
- Experience with an online repository
- Increased communication skills
- Experience critiquing and incorporating feedback from others online

Attendance:

Attendance is not mandatory however it is your responsibility to make up the work. Although the class is fully online, however, **I am asking for weekly check-in sessions from each student via email, text, Zoom, etc.**

Grading:

Homework **60%**
Final Project/Portfolio **40%**
Final Portfolios/Project **Friday Dec 16th, 2022, 11:59 PM**

All assignments will be submitted through **Moodle** assignments. If you have trouble with your submission, please send them to

michael.cassens@mso.umt.edu

Your subject must be MART 120 Assignment # (e.g MART 120 Assignment 1)

If you have multiple files, please zip all your files and label your file: "MART120LastNameAssignment1.zip"

Grading Scale

100-93	A

93-90	A-
89-87	B+
86-84	B
83-80	B-
79-77	C+
76-74	C
73-70	C-
69-67	D+
66-64	D
63-60	D-
59-below	F

P/NP – pass/no pass, 70 or greater is passing determined by Media Arts Department policy, which is a C or better.

Late Assignments:
- Late assignments will not be accepted. Sorry for the inconvenience.

Requirements
- Required Texts**:**
    - **None**
    - **I will assign some readings, but there are no textbooks**

- Pre-requisites for this course: **None**
- Software:
    - **Visual Studio Code or Atom (or any other editor)**
    - **GitHub Desktop or Command Line**
    - **Alice 3.x**
    - **Scratch**

Suggestions:
- It would be beneficial to ask as many questions as you can.
- Feel free to set up an appointment if you need help. I am here to help you understand and do well.

Collaboration:
- I **encourage** you all to **work together** through problems – make sure you comment who you worked with at the top of the page but copying and plagiarism will not be tolerated. If you are caught cheating, I will give you an F for the course.
- Please refer to the **Student Conduct Code** in how this will be dealt with: https://www.umt.edu/student-affairs/community-standards/student-code-of-conduct-2021-pdf

Incompletes:

"Incomplete for the course is not an option to be exercised at the discretion of students. In all cases it is given at the discretion of the instructor…." Some guidelines for receiving an incomplete are listed in the catalog which include having **a passing grade up to three weeks before the end of the**

semester and being in attendance. "**Negligence and indifference are not acceptable reasons**. " Also note that there may be financial aid implications.

Late Drops:

The University's policy on drops after **45** days of instruction is very specific. The School of Visual and Media Arts follows this policy rigorously. There are five circumstances under which a late drop might be approved: registration errors, accident or illness, family emergency, change in work schedule, no assessment of performance in class after this deadline. Except in very unusual circumstances, I will only approve late drops if there is documented justification for one of these circumstances.

Land Acknowledgement:

The Séliš-Qĺispé Cultural Committee created the following language, *"The University of Montana acknowledges that we are in the aboriginal territories of the Salish and Kalispel people. Today, we honor the path they have always shown us in caring for this place for the generations to come."*

Inclusion Policies:

The University of Montana values leadership, engagement, diversity, and sustainability, because our institution is committed to respect, welcome, encourage, and celebrate the differences among us. As members of the University of Montana community, we aspire to:

- Respect the dignity and rights of all persons.
- Practice honesty, trustworthiness, and academic integrity.
- Promote justice, learning, individual success, and service.
- Act as good stewards of institutional resources.
- Respect the natural environment.

The College of the Arts and Media at the University of Montana, has chosen to actively pursue equity and access for all persons. In this charge we will be researching, planning, and implementing ways in which our culture can be more accessible, inclusive, equitable, sustainable. It is not enough to be anti-bias in principle without being equitable in action. We will implement these actions organized by a group of students, faculty, and staff across the entire College in an ongoing way.

Student Support Resources

Academic Misconduct and the Student Conduct Code

"This Code of Conduct embodies and promotes honesty, integrity, accountability, and duties associated with citizenship as a student in our community at the University of Montana. This Code exists to protect the interests of the community and dignity of its members, and to challenge those behaviors which are not in accordance with our policies". The Code is available for review online at https://www.umt.edu/student-affairs/community-standards/student-code-of-conduct-2021-pdf

Accommodations

"Students with disabilities may request reasonable modifications by contacting the DSS office. The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). For more information, please consult http://www.umt.edu/disability. "

The Writing and Public Speaking Center provides one-on-one tutoring to students at all levels and at any time in the writing process. Visit now. Visit often. We're ready when you are. www.umt.edu/writingcenter.

Mental Health and Wellbeing Policy: The University of Montana is committed to advancing the mental health and wellbeing of its students. If you or someone you know is feeling overwhelmed, depressed, and/or in need of support, services are available. For help, visit https://www.umt.edu/diversity/resources/mental-health.php

Stay connected:

Please join SVMA social media to stay informed about events and happenings in our school.

- Instagram: https://www.instagram.com/umt_svma/
- Facebook: https://www.facebook.com/UMTsvma

Class Etiquette:
- Be respectful of your fellow classmates.
- Call me anytime if you have a question.
- Profanity and Obscenity will not be tolerated in class or assignments.

Special Dates:

- Aug 29th, 2022 – First Day of Class
- Sept 5th, 2022 – Labor Day
- Nov 8th, 2022 – Election Day
- Nov 11th, 2022 – Veteran's Day
- Nov 23rd – Nov 25th – Thanksgiving Break
- Dec 9th, 2022 – Last Day of Class
- Dec 12th – Dec 16th, 2022 – Finals Week
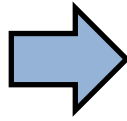- **Final Portfolio/Project Turn In: Dec 16th, 2022, 11:59 pm**

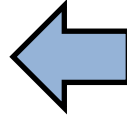**Tentative Schedule:**

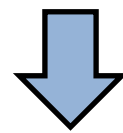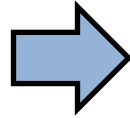Week 1   Week 2

Week 4 GitHub

Week 3

Game and App Lab

Week 5

Week 6

Alice

HTML 5

Week 8

Week 7

JS 5

CSS 3

Week 9

p5*
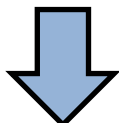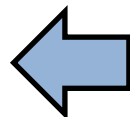
Introduction

Week 10

p5*
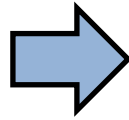
Math operators

Week 12

p5*

Functions

Week 11

p5*
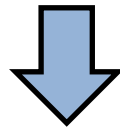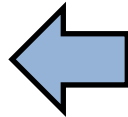
**Logical/Relational Operators
Loops, Control Structures**

Week 13

*Fall Break
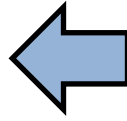No School*

Week 14

p5*
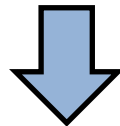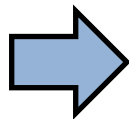
Arrays
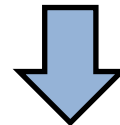
Final Project

Due Dec 16th, 2022 11:59 PM

Week 15

Project Work