**Course Requirements**

- **Programming Framework**: 'p5.js', a programming framework developed by Lauren McCarthy, Casey Reas, and Ben Fry. Published in October 2015, the framework is designed for creative coding and visual programming.

- **Code Submission**: Weekly code submissions for the first two-thirds of the semester. This practice helps students grasp and retain the fundamentals of programming.

- **Adjustments**: Course adjustments are made to accommodate the pace of the class, educational goals, and changes requested by students registered with Disability Services. Contact Disability Services in Lommasson Center 154 for assistance.

- **Equal Access**: The University of Montana assures equal access to instruction through collaboration between students, professors, and Disability Services.

**Plagiarism & Cheating Policy**

Plagiarism is the presentation of the work of another without acknowledgement. As defined by the University, plagiarism includes:

- Copying or paraphrasing ideas from another source without giving credit.
- Using another student's work without permission.
- Submitting work that you have purchased or received elsewhere.

**Letter Grades**

- **A** is an excellent grade, representing superior achievement.
- **A-** is below an A, but exceeding an A-.
- **B+** is between A and B, indicating strong achievement.
- **B** is between Satisfactory and Superior.
- **B-** is below B, but exceeding a B-.
- **C+** is between B and C, indicating a good grade.
- **C** is an average grade, representing average achievement.
- **C-** is below C, but exceeding a C-.
- **D+** is between C and D, indicating a good effort.
- **D** is an average grade, representing average achievement.
- **D-** is below D, but exceeding a D-.
- **F** is a failing grade, representing failure.

**Comments for B**

- Average, in some way. An average level of work is being done. It does not mean perfection. It means average.

**Comments for C**

- A letter grade of "C" is an average grade. Average is not bad. It means average. Most of us are at this level.

**Comments for D**

- A letter grade of "D" is a failing grade. This is the bottom line. You need to study material. Read. See code. Get off the lame track and get inspired.

**Final Project**

- The final project will be a self-developed creative work utilizing the principles and ideas developed throughout this course. This project should equal roughly the same amount of work as 3 regular reports. It is expected that everyone in the class will create and maintain a github repository for their assignments.

**In-Class Participation**

- Ongoing participation is expected and will contribute to your grade. Participation is a valuable part of the learning process.

**Homework Assignments**

- When submitting homework assignments, it is expected to have a github repository for your assignments. Additionally, you will need to talk about them in your technical reports. It is expected that you "Type A." Your style is evident.

**Office Hours**

- **Professor/Instructor**: Office: McGill Hall, 232.

**Technical Tools**

- **Programming Language**: The Javascript-based p5.js will be used as the primary development environment. You should ensure you have a modern browser installed on your computer, such as Safari, Google Chrome, or Firefox. You should also have a modern editor. This is a simple, light-weight markup language that you will learn in week 2.

- **Front-End Application**: Although it is recommended you use a GUI based front-end application. Such as; Google Chrome, or Firefox.

- **Editor**: You are taking this course because it offers the opportunity to learn coding skills through creative and technical possibilities.

- **Technical Files**: You are creating wonderful experiences. You should ensure you have a modern browser installed on your computer, such as Safari, Google Chrome, or Firefox. You should also have a modern editor. This is a simple, light-weight markup language that you will learn in week 2.

- **Version Control**: Git is used to manage changes to the code. It is expected that you "Type A." Your style is evident.

**Programming Environment**

- **Course Websites**: The Javascript-based p5.js will be used as the primary development environment.

**Final Grades**

- **Exams**: For each project your grade will be assessed upon the following:
  - **Assignment Grades**: I recognize exams are abstract assessments, which do not always mimic real world conditions. Each exam is intended to test your understanding on key concepts and principles. Please note, the final project is required. Failure to complete a final project will result in a grade of D-.
  - **Homework Assignments**: In other words, this is a significant creative piece.

**Course Overview**

- The goal is to begin a journey in which the creative and technical possibilities of the computer become clear. The course will focus on the fundamentals of programming the computer (variables, conditionals, iteration, functions, and objects) while also touching on a few advanced topics, relating this all back to the creative and technical possibilities of the computer.

**Books**

The following book is required.

- *The Creative Computer: How to Think Like a Software Designer* by Po. Published in 2015, Maker Media.

**Optional Resources**

- *GitHub Desktop*
- *Jekyll*
- *markdown-it-editor*
- *Markdown* Editors
- *Hypertext Markup Language*
- *Java Script*
- *Language*