Fall 9-1-2017

MART 220.01: Creative Coding II

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Grades for all assignments will be based primarily on the student's ability to:

- Examinations, submitting work of another
- Cheating on assignments, fabricating info
- Plagiarizing

Students who cheat or plagiarize will receive academic sanctions, which may include an "F" grade on the final project. Failure to complete a final project will result in a grade of "F". Please read examples of each assessment point below to get an idea of my expectations. Note that the work still has to reflect your idea, especially graphically. It's not a copy and paste job.

**Grading Scale**

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>93-100</td>
<td>Superior - Your work shows evidence and understanding of programming concepts and techniques. It is clean and organized.</td>
</tr>
<tr>
<td>A-</td>
<td>90-92</td>
<td>Very Good - Your work is well-written and organized. It shows a good understanding of the concepts and techniques.</td>
</tr>
<tr>
<td>B+</td>
<td>87-89</td>
<td>Good - Your work is mostly well-written and organized. It shows a good understanding of the concepts and techniques.</td>
</tr>
<tr>
<td>B</td>
<td>83-86</td>
<td>Adequate - Your work is generally well-written and organized. It shows a good understanding of the concepts and techniques.</td>
</tr>
<tr>
<td>B-</td>
<td>80-82</td>
<td>Average - Your work is mostly well-written and organized. It shows a good understanding of the concepts and techniques.</td>
</tr>
<tr>
<td>C+</td>
<td>77-79</td>
<td>Satisfactory - C - Your work is executing your ideas, but more time is needed to consider more cleaner. What you put into it, is what you get out of it. Practice makes perfect!</td>
</tr>
<tr>
<td>C</td>
<td>73-76</td>
<td>Unstretchable - D/F - Your work is so straightforward that it's flat. It's barely coded (or badly written). It's not contributing to the class.</td>
</tr>
<tr>
<td>C-</td>
<td>70-72</td>
<td>Uncompassionate - D/F - Your work is so straightforward that it's flat. It's barely coded (or badly written). It's not contributing to the class.</td>
</tr>
</tbody>
</table>

**Final Project**

- 30% - Final Project is required. Failure to complete a final project will result in a grade of "F".

**Homework Assignments**

- Weekly assignments that are relevant to material from recent content.
- Code-based assignments will always include a reflection report.
- Homework Assignments are worth 60% of the final grade.
- Optional projects are available.

**Resources**

- Arduino
- Git
- GitHub
- Shiffman, Daniel. "The Nature of Code." Self-Published, 2012. (Note: This book is freely available online from the provided link. i.e. You do not need to purchase if you are fine with reading via the online version.)
- Or, SparkFun Inventor's Kit V3.3
- language. This is a simple, light-weight markup language that you will learn in week 2. You will need excellent time management skills. Schedule time for this course in your calendar.

**Policies**

- Satisfactory - C - You are executing your ideas, but more time is needed to consider more creativity, thoughtfulness, confidence, robustness and authority. Aspects are lacking. Reviewing course material is required. Ask questions in class. Manage your time better.
- Unstretchable - D/F - Your work is so straightforward that it's flat. It's barely coded (or badly written). It's not contributing to the class. Reviewing course material is required. Ask questions in class. Manage your time better.
- Uncompassionate - D/F - Your work is so straightforward that it's flat. It's barely coded (or badly written). It's not contributing to the class. Reviewing course material is required. Ask questions in class. Manage your time better.

**Technology, tools, & required software**

- **Arduino**
- **Git**
- **GitHub**
- **p5.js**

**Important dates**

- **Date modified:** 2017-09-05
- **Professor/Instructor:** 
- **Course:** Creative Coding 2, MART 220
- **Statement:** This course may look at; to offer you a deeper understanding of the essential possibilities of computation.

**Link to GitHub repository**

- Links to your code, sketch, and technical report (both hosted via your GitHub repository) for every week's progress.