

EDPX 4010: Tools

Fall 2015

WF 5:00–7:50 @ Shwayder 221

Dan Wilcox, Shwayder 215, danomatika.com

Contact: daniel.wilcox@du.edu, 303 871–3206 (office), 412 980–7081 (cell)

Office hours: M 4–6 and by appointment

Description

This course serves as a primer on the tools essential to expression, sharing, and creation in digital mediums. This includes knowledge of web technologies, creative coding, video, audio, and the basic historical and theoretical contexts of each. Lab fee.

Course Overview

No experience is required for this class, just interest. It's basically an overview of a number of technologies and ideas at work in the "creative" & art & tech fields. Since this is a graduate level class, we'll be working together in an informal environment and I will work with y'all as to how far you want to go and into what areas beyond the basics.

We'll basically go over:

- Creating an online portfolio

- Basic video shooting and editing
- Graphics Programming: [Processing](#) / [p5.js](#)
- Physical Computing: [Arduino](#)
- Dataflow: [Max/MSP](#) and/or [Pure Data](#)

We can also include any of the following based on time and interest:

- [OpenFrameworks](#) & Xcode / basic computer vision
- intro iOS development (if desired)
- commandline-fu & alternate/old school ways to work with computers (if desired)
- [Git](#) & [GitHub](#) (if desired)
- [Raspberry Pi](#) embedded computer intro (if desired)

Since this is an *overview* in only 10 weeks (!), the idea is not to turn y'all into "coders" but more to introduce you to all of these kinds of ways of working and arts toolkits that are being used day to day. This way you'll know more about what you might want to delve into later on or, at the very least, be able to engage and work with people and in environments who do.

Course Policies

In order to meet course objectives the following requirements are critical to the attainment of an inclusive environment that is supportive to all participants:

Attendance

Attendance is mandatory. 3 unexcused absences constitutes the

drop of 1 letter grade (3 lates = 1 absence). An unexcused absence from any critique or portion of a critique will constitute the drop of 1 letter grade. An unexcused absence from the final critique will constitute a failure (F) for the quarter.

Participation

This class will include a number of in class discussions, presentations, and critiques. As such, I expect everyone to participate and feel free to engage with topics they are interested in.

Quality of Work

All creative work under consideration for critique or discussion under this course should be of a completed/finished quality that warrants the attention and respect of your cohorts. No excuses, or explanations.

Grading

Work will be graded on the basis of fulfillment of course requirements combined with an assessment of assigned work. Grades will be assigned according to the University Policy as follows:

- A** superior/excellent
- B** good/better than average
- C** competent/average
- D** minimum passing

F failing

If you're feeling like you're in the C and lower area, please *reach out and talk to me.*

Cookie Policy

If your cell phone rings or buzzes, you will bring cookies for everyone next class. If I catch you texting, the same. This also flies for gratuitous, non-class social media usage.

Projects

In Class Assignments

We will be conducting crack, in class assignments that will take place over the course of a single class period. The outcome of which will be examined at the end of class or at the beginning of the following class. You will be notified ahead of time if you need to bring any material or make other preparations.

Schedule & Major Projects

The following is subject to change depending on our speed and available time left during the quarter.

- Project 1 (2 weeks): Make a portfolio website
- Project 2 (2 weeks): Make a documentation video of your work
- Project 3 (2 weeks): Realize an idea using Processing
- Project 4 (2 weeks): Realize an idea using Arduino

- Project 5 (2 weeks): Realize an idea using Max/Pure Data

University Boilerplate

Religious Accommodations

DU students are granted excused absences from class if needed for observance of religious holy days but should contact instructors to make alternate arrangements during the first week of class. [Visit DU's religious accommodations policy](#) for information and a list of religious holidays.

Student Athletes

DU sponsors National Collegiate Athletic Association (NCAA) student-athletes at the undergraduate level in seventeen different sports. [Student-Athlete Support Services](#) are in place to assist these students in their academic work.

According to their policies:

Student-athletes are responsible for informing their instructors of any class days to be missed due to DU sponsored varsity athletic events in which s/he are participating. Student-athletes are provided with a schedule of travel dates that coincide with class dates and an absence policy to present to instructors. This must be signed by the instructor and is the student-athletes responsibility to return the signed forms to an assigned athletics adviser. In the event that a team reaches post-season play (i.e. Conference or NCAA Tournament), letters will be sent to instructors informing them of additional missed class dates. It is the responsibility of the student-athlete to make arrangements with instructors regarding any missed lectures, assignments, and/or exams.