Creative Computing Year 1: Group project

- DEADLINE : 1st MAY 2012 4pm

Mandatory Deliverables:

1 x Website evidence of Creative Computing Project, including 500 word project description, operational software / video evidence / additional materials as appropriate (DVD / Hard Copy)

1 x maximum 1000 word commentary (individually submitted).

Resources:

Be sure to choose the right toolset for your project.

You may use any hardware or software at your disposal. You should demonstrate knowledge of the appropriate tools required to carry out your project, paying attention to both the proper application of technique, balanced with the thematic and aesthetic needs of the project.

Assessment:

You proposal will be assessed on your ability to devise a project that meets the requirements below. The project itself will be assessed with respect to the intended outcomes proposed in your project, taking into account your evaluation methodology, and the requirements set out above.

Commentary

Your individual commentary should consist of the following sections:

REQUIREMENTS
Project Description
Description of your contribution to the project
Statement on proposed audience
Statement on evaluation method
Appropriate references + bibliography

Assessment Guide – Completed Project

Basic	
Demonstrate understanding of project brief	
Description of individual project aims	
Completion of technical requirements	
Completion of creative requirements	
Delivery of project supporting materials	
Intermediate	
Discussion of creative area and background	
Critical evaluation of own creative work	
Justification of creative choices	
Discussion of technical area and background	
Critical evaluation of own technical work	
Justification of technical design decisions	
Advanced	
Evidence of creative ingenuity (concepts and outcomes)	
Criticial evaluation of previous creative work	
Evidence of technical ingenuity	

For additional information on assessment, please see the assessment guide on page 14 of the student handbook.

Web resources:

www.jquery.com

www.phonegap.com

http://www.creativecomputation.co.uk/

http://www.bit-101.com/blog/

http://blog.drwoohoo.com/

http://www.blprnt.com/

http://www.tomato.co.uk/

http://toxi.co.uk/

http://www.crashmedia.com/

http://www.quasimondo.com/

http://www.frogdesign.com/

http://www.joshuadavis.com/

http://www.signwave.co.uk/go/software/generative

http://www.play-create.com/

http://imposs.ible.jp/fujiki/applet/Individuality/index.html

http://www.elsewhere.org/pomo/

http://jot.eriknatzke.com/

http://www.rhizome.org/

http://networkcultures.org/wpmu/portal/

http://www.free103point9.org/

http://www.flong.com/

http://www.mti.dmu.ac.uk/~bbattey/

Ellen Lupton, Jennifer Cole Phillips, Graphic Design: The New Basics

Joshua Noble, "Programming Interactivity: A Designer's Guide to Processing, Arduino, and openFrameworks", O'Reilly Media, 2009

Murray, janet H, Hamlet on the Holodeck: The Future of Narrative in Cyberspace, MIT Press, 1998

Leonard Shlain, Art & Physics: Parallel Visions in Space, Time, and Light (P.S.) Timing for Animation Harold Whitaker, John Halas OBE

Mr. Paul Rand, Design, Form, and Chaos

Edward Tufte, Visual display of quantative information

Carol Schumacher, Chapter Zero: Fundamental Notions of Abstract Mathematics (2nd Edition)

Gerald M. Weinberg, The Psychology of Computer Programming: Silver Anniversary Edition

V. S. Ramachandran, Sandra Blakeslee, Phantoms in the Brain: Probing the Mysteries of the Human Mind

Ralph Abraham, Christopher D. Shaw, Dynamics: The Geometry of Behavior (Studies in Nonlinearity)

Andy Hunt, Ross Kirk, Richard Orton, Benji Merrison, "A generic model for compositional approaches to audiovisual media", Cambridge Journals, 1998

Rodrigo F. Cádiz, "Fuzzy logic in the arts: applications in audiovisual composition and sound synthesis", NAFIPS, 2005

Michael Faulkner/D-FUSE, "vj audio-visual art + vj culture", Laurence King Publishing Ltd, 2006

Mick Grierson, "Audiovisual composition", into the pill, 2007