

Danish School of Media and Journalism VC Graphic Design

Course description

Creative Code.
Spring 2021.
4th semester, 3 weeks.
5 ECTS.

Course objectives

Through hands on engagement with code as a creative medium, the student will explore how programming can extend visual/graphic ideas into self-contained interactive (semi-) autonomous design systems capable of producing multiple variants of an original visual/graphic form. The student will obtain a basic understanding of programming and the associated programmatic principles.

Tools

The main software used in the course is Processing (<https://processing.org>).
Pen and paper is also required.

Attributes

Creativity, ability to work with math and logic, sense of order, structured thinking, ability to independently seek solutions to identified problems.

Methods

The course is a combination of lectures, live coding sessions, group tuition, group work, self-study, tutorials and executing assignments. Assignments and projects are worked on individually or in groups. During the course, importance is placed on analysis and reflection on feedback on the student's own as well as other students' products and process.

Learning goals

After completing the course, the student will have insight and knowledge of:

- How programming has historically been applied within the field of graphic design.
- How programming – specifically the recent phenomenon of *Creative Coding* – impacts the trajectory of how graphic design evolves as a design practice.
- How programming can supplement the designers pre-existing graphic design skills.
- How programming will affect and alter the fundamental professional skills required in their future line of work.
- How programming relates to the aesthetic quality of a graphic design product and vice versa.

... and be able to:

- Conceive, describe, plan and implement self-contained design systems capable of producing visual output.

Literature

Compulsory:

- Reas, C. & Fry, B. (2015) Getting Started With Processing – A Hands-On Introduction (2nd Edition), Maker Media Inc

- Hartelius, A.M: Compendium with step-by-step introduction to the Processing Development Environment, basic geometric figures and attributes, transformations, functions, variables, algorithms, loops and conditions, handling of vector graphics files, interactive events, arrays, matrices, OOP and more
- Processing.org.

Optional:

- Shiffman, D. (2015), Learning Processing (2nd Edition), Morgan Kaufmann
- Shiffman, D. (online), The Nature Of Code, Self-published, accessible via <http://www.natureofcode.com>
- Lauren McCarthy: Getting Started with p5.js - Making Interactive Graphics in JavaScript and Processing, Maker Media Inc
- P5js.org
- Rune Madsen: "Programming Design Systems" på <https://programmingdesignsystems.com/>
- Gerstner, Karl (2007), Designing Programmes, Lars Müller Publishers
- Armstrong, Helen (ed.) (2016), Digital Design Theory, Princeton Architectural Press
- LinkedIn Learning.
- Daniel Shiffman: "Coding Train" på <https://www.youtube.com/user/shiffman>

Compulsory attendance/compulsory participation

All scheduled lessons require compulsory attendance. Assignments, group work, and assignment reviews require compulsory participation. All set assignments must be handed in.

Exam form

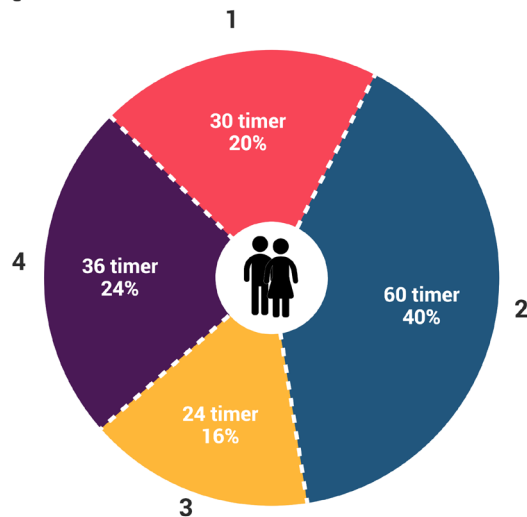
The course is assessed as passed/failed. In order to pass the course, all assignments must be punctually handed in and approved, the concluding project must be passed and the student must have been active and have fulfilled the requirements for attendance and participation.

Study activity model:

Studieaktivitetsmodellen

Creative Code

150 timer i alt
5 ECTS points
3 uger



DMJX

Kategori 1

Undervisere har hovedansvaret for studieaktiviteterne, og studerende har et medansvar gennem forberedelse og deltagelse. Både studerende og underviser deltager.

Lectures, live coding, demonstrations, presentations.

Kategori 2

Undervisere har hovedansvaret for rammesætning af læringsaktiviteterne, og studerende har hovedansvar for aktiv deltagelse i de tilrettelagte studieaktiviteter. Kun studerende deltager.

Assignments and tutorials.

Kategori 3

Studerende har hovedansvaret for studieaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Kun studerende deltager.

Reading and research.

Kategori 4

Studerende har hovedansvaret for læringsaktiviteterne, og undervisere har medansvar for at rammerne er til stede. Både studerende og underviser deltager.

Individual supervision at the work station.

Godkendt af NNS - 19. Jan 2021