

NET ART | ART2620C | Fall 2017

Instructor: Katerie Gladdys

Email: kgladdys@ufl.edu

Class Meeting Time: M +W 11:45-2:45 (5-7)

Classroom: FAC306

Office Hours: M + W 3-6:00 or by appointment

My Office: FAC301

Phone: 273-3073

Website: TBA

Credits: 3

Course Description

This course is an exploration of the practical and theoretical issues related to using network and hypermedia technologies associated with the Internet. The projects you will create in this course use the Internet as a medium for making art as well as delivering information. (Although neither is mutually exclusive.) The focus of this class is conceptual and aesthetic. The readings examine various aspects of popular and digital culture looking at artists/designers and scientists who use the network as a medium, tool, or subject matter. You will also gain practical experience with markup and scripting languages. Class time will consist of hands-on workshop-style lessons on techniques, discussions of weekly readings, and viewing/experiencing/reacting to the work of artists and designers. Homework will involve short writing assignment as a means to reflect upon and prepare for weekly discussion about theoretical and historical readings and projects in which you will create, appropriate and transform the web for art. The class assumes minimal previous programming experience.

Objectives

Students will demonstrate understanding of the following concepts and techniques both through creative and written assignments:

- Develop an understanding of the Internet as technology, media and infrastructure that functions as a medium for critiquing, reflecting and expressing cultural values
- Build a critical and theoretical awareness of hypermedia and its history understanding that the organization and presentation of knowledge influences/manipulates our perceptions of our environment and the world around us
- Practice creative techniques to work productively with web technologies.
- Become familiar with the role and use of computer languages on the Internet.

- Use markup and scripting languages to build rich, interactive hypermedia artworks Integrate research practices in the development of complex, social, interactive and mediated artwork.

Course Structure

WEEK ONE

Introductions and housekeeping
Hypermedia and the Internet
 Infrastructure
 Vocabulary and terms
Thinking about code
Sampling and overview of Internet art

WEEK TWO

History of the Internet Part One
Basic HTML

WEEK THREE

History of the Internet Part Two
Designing a web page layout using HTML

WEEK FOUR

More on layout – CSS Basics
HTML Quiz
Project One – Portfolio Due

WEEK FIVE

Hypermedia and E-literature
Interactivity with HTML and CSS

WEEK SIX

Network theory Part 1
CSS Quiz
JavaScript Introduction
 Markup vs. Scripting languages
 Basic syntax, variables

WEEK SEVEN

Network Theory Part 2
JavaScript: Functions

WEEK EIGHT

JavaScript quiz

Project Two – Narrative Due

WEEK NINE

Social Media Part 1

JavaScript: Control Flow

WEEK TEN

Social Media Part 2

JavaScript: Objects and arrays

WEEK ELEVEN

Posthuman

JavaScript: timing, interactivity, and the DOM.

WEEK TWELVE

The Internet of Things

Project Three – Nonlinear Due

WEEK THIRTEEN

Final Project Proposals

JavaScript: libraries and JQuery

WEEK FOURTEEN

Work on final project

The Server

WEEK FIFTEEN

Work on final project

WEEK SIXTEEN

Final Project Critique

Special thanks to Thomas Storey for the language and outline for this syllabus.

Course Expectations

- Participate in class discussions. Read the readings before class each week, and write down your thoughts and notes in the class discussion.

- Be attentive and work diligently during lessons.
- Turn in your projects on time and through the appropriate channels.
- Attend class every class period

Course Materials

All required readings will be provided as PDFs by the instructor. Necessary technical resources, including Internet access, computer workstations, text editors, image manipulation software, web browsers can be found in the FAC306 lab. A web server on which to host your work, will be provided by UF as part of our computer lab resources. The university provides a Adobe Dreamweaver, (a WYSIWIG html editor which now contains Git)and Adobe Photoshop for editing images.

Other Recommended Materials

- A Linux or Mac or Windows laptop. I will be working on a Mac.
- Good Internet connection.
- Eloquent JavaScript, 2nd Edition, by Marjin Haverbeke <https://codecademy.com>
- A good web browser with developer tools, like Firefox (<https://www.mozilla.org/en-US/firefox/new/>)

Grading and Evaluation

The purpose of grading is to clearly and accurately pinpoint the strengths and weaknesses of your progress. You will receive grades on all assignments and receive a progress report and meet with me individually at midterm. This report will evaluate progress, note strengths and areas for improvement. This is also a time for you if you feel comfortable to give me feedback in addition to office hours. Your overall grade will be based on your understanding of the information and ideas discussed, and your formal, technical, and conceptual progress as demonstrated in projects and exercises, and professionalism during the course.

Projects are graded on their ability to communicate aesthetically the intent of the artist, as well as their demonstration of mastery of the technical apparatus.

Students will be evaluated through exercises, participation, research, presentations, and technical proficiency with the various software applications, their aesthetic application, and problem solving. In-class exercises weighted point values range from 5-20 points depending on the complexity of the activity.

Reading notes are graded on their completeness and expression of thought, as well as their demonstration of critical consideration regarding the readings and artworks under discussion.

There will be three short, quizzes each covering the basic HTML, CSS and JavaScript concepts that we will have worked with in the first half of the class. The intent is to ensure retention of the technical skills that will make your projects easier, and thus make it possible for you to do more interesting work.

For more information on UF policies on grade points, see

<http://www.registrar.ufl.edu/catalog/policies/regulationgrades.html> .

Grading Scale

- A 100–94: superior work, all criteria have been surpassed in a distinguished manner
- A- 93–90: superior work, all criteria have been surpassed
- B+ 87-89: very good work, all criteria have been surpassed
- B 83-86: above average work
- B- 80-82: slightly above average work
- C+ 77-79: adequate, average work
- C 73-76, adequate work
- C- 70-72, less than adequate work
- D+ 67-69: barely meeting criteria
- D 63-66 barely meeting criteria
- D- 60-62 barely meeting criteria
- E 59–0: failure to meet criteria

Projects and reading notes are due before class on the day they are due. Each day that they are late, you lose 10% from the maximum possible grade. Work turned in after class on the due date is counted as one day late (-10%).

A grade of C- or below will not count toward major requirements.

Distribution of Grades

Attendance and Participation: 20%

Three Quizzes: 10%

Reading Notes: 20%

Projects 1-3: 25%

Final Project: 25%

Participation + Attendance

What constitutes participation?

- contribution to class discussions
- asking relevant questions
- thoughtful responses
- consideration for classmates
- attendance
- positive attitude and open mind

Expectations for Class Participation

Participation by all members is critical to the success of this class. Excellent participation is a given and includes contributing to ongoing discussions and critiques, suggests alternative ways of approaching projects, along with a thoughtful process and strong work ethic. Participation is evaluated with respect to both quality and quantity.

This class is very experiential and experimental in nature. We will do a lot of in class activities for which you will get credit. Many of these activities cannot be "made up" outside of class. You will miss out on a great deal if you do not come. There is a correlation in studio classes between attendance and final grades. You have a better chance of doing well if you come to class. Only three (3) absences will be allowed. Every unexcused absence beyond this will lower your grade by a letter grade. Four latenesses equal one absence. A total of seven absences will result in a grade of "E" for the class. Absences can include sickness, religious holidays, doctor's appointments in addition to not attending class for personal reasons. It is your responsibility to come and talk with me if there are extenuating circumstances that would result in more than three absences.

lateness and leaving early

I will take attendance at the beginning of each class. If you are not present at that time, you will be marked as absent unless you see me at the end of class letting me know that you came so I can correct my attendance sheet. You are expected to stay for the entire class period. I generally check to see who is around after the break. If you leave, your attendance will be recorded as late. Three late marks count as an unexcused absence. If you know that you will be late or absent, please let me know in advance by contacting me at kgladdys@ufl.edu. Both lateness and absence will also have an effect on your participation grade.

late assignments

The three major projects for this class need to be completed on time. If you turn a project after the deadline, 10% will be deducted for each day the project is late. In-class assignments that are 10 points or less may not be made up unless you have contacted me in advance. If you arrive late and miss the better part of an in class assignment, you are welcome to do the assignment on your own time, but I will not give credit for it. It is not fair to the students who were on time.

keeping and making up

If you are having difficulties for any reason in understanding the material and completing the work for this class, you need to make an appointment to meet and talk with me. Do not wait until the last minute (right before an assignment is due) or until you are totally lost to contact me. Requirements for class attendance and make-up exams, assignments, and other work are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>.

Courtesy and Engagement

I want this class to be fun and meaningful with everybody feeling comfortable to contribute to the dialogue. This is how we learn. Effective learning/teaching is a creative and co-constructed experience with give and take between teacher and student and between student and student. Key to facilitating an environment for learning is respect. Disruptive and disrespectful behaviors make for stressful atmosphere which is not conducive to learning. Please observe the following class policies.

- Be professional; be on time. Walking in late or not being prepared is disruptive to others.
- You are expected to stay for the entire class.
- Cell phones need and pagers to be turned to vibrate before class starts.
- In group projects, you are expected to do your share of the work and communicate effectively with others in your group i.e. giving correct contact information to the rest of the group, responding to emails and phone calls regarding the group project, attending meetings to work out assignments and schedules.
- Most of my communications outside of class with individuals as well as the class are done via email, please check your UFL account regularly for updates and additional course information.
- Address your fellow students and me respectfully both in person and in e-mail.
- Pay attention during class, no surfing that is not relevant to the topic at hand, texting, reading newspapers, doing work for other classes.
- Listening to other students and myself while they are talking and not carrying on conversations or interrupting while others have the floor.
- Students will conduct themselves with personal integrity and honesty. See UF policies below.
- Common courtesy--treat others as you would like to be treated.
- No sound or visual recordings may be made during class time unless the recording is part of a class assignment or prior permission is granted by the instructor.

What you can expect from me

- end class on time or within two minutes of scheduled ending time unless previously notified
- answer students' email with in 24 hours or less (usually less) unless I am out of the country or in a place where there is not email. My office phone is NOT the best way to reach me as I am often in the lab teaching or in my studio working. Face to face communication in class or email are the preferred methods of communication.
- return assignments in a timely manner
- be available during my office hours. If I am not in town, I will let you know in advance if I am not able to attend office hours.
- listen to student concerns and questions.

- explain and answer questions regarding the topics of the class
- answer students' questions either with a solution or a reference to a relevant resource
- abide by the grading scale above and not change dates for turning in assignments unless the class as a whole has agreed upon the change.
- inform students of their progress in the class at the midterm

General University Policies and Services

UF STUDENT GUIDE

This resource covers most policies and procedures important to students - <http://www.dso.ufl.edu/stg/>

accommodations for students with disabilities

I will make every attempt to accommodate students with disabilities. Students requesting classroom accommodation must first register with the Dean of Students Office. The Dean of Students Office will provide documentation to the student who must then provide this documentation to the Instructor when requesting accommodation. Disability Office — <http://www.dso.ufl.edu/OSD/>

contacts for university counseling services

includes personal, academic, crisis and career services. Dial 392-1575. <http://www.counsel.ufl.edu/>

contacts for student healthcare center

Dial 911 for medical emergencies.

Dial 392-1161 for urgent after-hours medical questions.

Dial 392-1171 for after-hours mental health assistance.

<http://www.health.ufl.edu/shcc/>

ENVIRONMENTAL HEALTH AND SAFETY

<http://www.arts.ufl.edu/art/healthandsafety>

Each student must complete a H&S STUDENT WAIVER FORM (available next to the copier in the SAAH office) and on-line (see address above). Waivers must be turned into the SAAH Director of Operations before the end of the 2nd week of classes. Because we use some hazardous materials as part of the electronic components that become part of our projects, please pay particular attention to the guidelines below.

Appendix I:

Area Specific Information: Art + Technology

1. Hazards of Materials

Batteries, old monitors, lamps from digital projectors if broken may release mercury. THERE ARE NO KNOWN HEALTH HAZARDS FROM EXPOSURE TO LAMPS THAT ARE INTACT.

2. Best Practices

Though not much waste is generated, the Digital Media technician is certified for handling Hazardous Waste by the University of Florida. For installations or sculptural elements, please cross-reference with other area specific information as needed.

3. Links

n/a

4. Area Rules

All users of the studio classrooms are expected to follow studio area rules at all times. If you have any questions, ask your instructor.

- Follow all SA+AH Health and Safety handbook guidelines (the handbook should be reviewed by your instructor and can be found at: www.arts.ufl.edu/art/healthandsafety)
- Follow the SA+AH Satellite Waste Management Chart in the classroom and other health & safety guidelines posted for your media.
- In case of emergency, call campus police at 392-1111
- File an incident report (forms may be found in the SAAH H&S handbook, the SAAH faculty handbook and in the main office.) Turn completed forms into the SAAH Director of Operations within 48 hours of the event.
- Alcohol is forbidden in studios
- Familiarize yourself with the closest eyewash unit.
- No eating or drinking in computer the lab.
- Do not use spray adhesive in the studios or in the building. There is a professional and safe paint spray booth in FAC-211A for your use.
- Shoes must be worn at all times.
- Protective equipment must be worn for hazardous work.
- Do not block aisles, halls or doors with stored items or when working. This is a violation of fire codes.
- Do not store anything on the floor. This impedes cleaning and creates a hazard.
- Installations must be removed as soon as possible after critique.
- Clean up spills immediately.
- Take items which do not fit into the trash to the dumpster, follow dumpster guidelines.
- Follow the **SA+AH CONTAINER POLICY** (see policy below)

LABELS

There are 2 types of labels used in the SA+AH-- yellow and white. Both labels are found at the red MSDS box and are supplied by the SA+AH. Each is used for a different purpose.

White:

All new and or used product in containers (hazardous or what might be perceived as hazardous -i.e. watered down gesso, graphite solutions, satellite containers of solvents, powders, spray paints, fixatives, oils, solvents, etc....) must be labeled within the SA+AH to identify their contents. Labels can be found at the MSDS box in each studio and work area. All containers must be marked with your name, contents and date opened. All secondary/satellite containers for hazardous materials must be marked with content, your name and the date opened. All unmarked containers will be disposed of with no notice.

Yellow:

WHEN HAZARDOUS ITEMS ARE DESIGNATED AS WASTE.

All containers must have a yellow label identifying the contents that are designated as trash for weekly EHS pick up.

- Flammable solid containers (red flip top) must have a yellow hazardous waste label on the outside (top).
- 5 gallon jugs must have a yellow hazardous waste label on the outside.
- Fibrous containers must have a yellow hazardous waste label on the outside (top).
- Each item in the blue bin must have a yellow hazardous waste label.

Note: Hazardous Waste labels should include all constituents in the waste mixture as well as an approximate 2 percentage of the total for that item and must add up to 100%.

Labels should also include the Bldg and room number of the shop generating the waste along with the Waste Manager for your area, this is located on the SWMA sign posted at the sink or at the Waste Management Area.

safety and security

University Police Department - <http://police.ufl.edu/>
Dial 911 for emergencies.
Dial 392-1111 otherwise.

reading days

The two days prior to the start of examinations in the fall and spring semesters, generally a Thursday and Friday, are designated reading days. No classes or exams are

held on these days. Instead, students are encouraged to use these days for study and review.

twelve-day rule

Students who participate in official athletic or scholastic, extracurricular activities are permitted twelve (12) scholastic day absences per semester without penalty. In any case, it is the student's responsibility to maintain satisfactory academic performance and attendance.

absences for religious holidays

Students, upon prior notification of their instructions, shall be excused from class or other scheduled academic activity to observe a religious holy day of their faith. Students shall be permitted a reasonable amount of time to make up the material or activities covered in their absence. A student who believes that he/she has been unreasonably denied an education benefit due to religious beliefs or practices may seek redress through the student grievance procedure.

honesty policy

An academic honesty offense is defined as the act of lying, cheating or stealing academic information so that one gains academic advantage. As a University of Florida student, one is expected to neither commit nor assist another in committing an academic honesty violation. Additionally, it is the student's duty to report observed academic honesty violations. These can include: cheating, plagiarism, bribery, misrepresentation, conspiracy, or fabrication.

<http://www.dso.ufl.edu/judicial/academichonestystudent.html>

computer use and acceptable use policy

All faculty, staff, and students of the University of Florida are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate.

<http://www.circa.ufl.edu/computers/>

<http://www.cio.ufl.edu/aupolicy.htm>

disruptive behavior

Faculty, students, Administrative and Professional staff members, and other employees [hereinafter referred to as "member(s)" of the University], who intentionally act to impair, interfere with, or obstruct the mission, purposes, order, operations, processes, and functions of the University shall be subject to appropriate disciplinary action by

University authorities for misconduct, as set forth in the applicable rules of the Board of Regents and the University and state law governing such actions. A detailed list of disruptive conduct may be found at <http://www.aa.ufl.edu/aa/Rules/1008.ht>

Be advised that you can and will be dismissed from class if you engage in disruptive behavior.

Critical Dates on the University Calendar
<http://www.reg.ufl.edu/dates-critical.html>

It is your responsibility to check the class web site in a regular basis. Generally, I announce any changes to the syllabus in class.