

# Net Art | ART 3632C

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Fall 2015, University of Florida SA+AH

- Instructor: Thomas R Storey
- Room: FAC 306
- Periods: T R, 2-4 (8:30 - 11:30 am)
- Office Hours: M, 1:00 - 2:00pm, FAC 302A
- Website: <http://art-tech.arts.ufl.edu/~tstorey/wiki/F15-NetArt/>
- Credit: 3

## Course Description

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This course introduces the history and practical use of network and hypermedia technologies in an artistic context. You will not only study the development and structure of the Web in an historical and theoretical sense, but also gain practical experience working with markup and scripting languages to use the internet as a creative medium. Class time will consist of workshop-style lessons on techniques, as well as discussions of weekly readings. Homework will involve theoretical and historical readings each week, and projects in which you will create, appropriate and transform the web for art. The class assumes minimal previous programming experience, and simply asks that you be curious, energetic, rigorous and willing to try new things.

## Objectives

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- Develop an understanding of the internet as technology, media and infrastructure.
- Build a critical and theoretical awareness of hypermedia and its history.
- 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 Components

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As a student in this class, you are expected to:

- Participate eagerly in class discussions.
- Read the readings before class each week, and write down your thoughts and notes in the class wiki.
- Be attentive and work diligently during lessons.
- Turn in your projects on time and through the appropriate channels.
- Attend class every class period

# Outline

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- **Week 1**

- Introductions
- Hypermedia and the Internet - definitions
- How to work with code.

- **Week 2**

- History of the Internet - Part 1
- HTML - Basic Tags

- **Week 3**

- History of the Internet - Part 2
- HTML - Layout

- **Week 4**

- Internet infrastructure
- CSS Basics
- **Project 1 Due - Basic Portfolio Page**

- **Week 5**

- Hypermedia, and E-literature
- HTML, CSS and Responsive Design

- **Week 6**

- Network theory Part 1
- JavaScript Introduction:
  - Markup vs. Scripting languages
  - basic syntax, variables

- **Week 7**

- Network Theory Part 2
- JavaScript:
  - functions

- **Week 8**

- **HTML, CSS and JS Exam**
- **Project 2 Due - Narrative**

- **Week 9**

- Social Media Part 1
- JavaScript:
  - control flow

- **Week 10**

- Social Media Part 2
- JavaScript:
  - objects

- arrays
- **Week 11**
  - Posthuman Part 1
  - JavaScript:
    - timing
    - interactivity
    - the DOM.
- **Week 12**
  - Posthuman Part 2
  - **Project 3 Due - Non-linear**
- **Week 13**
  - Final Project Proposals
  - JavaScript:
    - libraries, JQuery
- **Week 14**
  - Work on final project
  - The Server
- **Week 15**
  - Work on final project
- **Week 16**
  - **Final Project Critique**

## Required Materials

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All required readings will be provided as PDFs by the instructor, and necessary technical resources, including internet access, computer workstations, text editors, image manipulation software, web browsers, and a web server on which to host your work, will be provided by UF as part of our computer lab resources. Having some or all of these things available to you personally will be helpful to you, but are not required in order to complete the course.

## Recommended Materials and Resources

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The following is an unsorted list of materials and resources that you will find useful during this class.

- A Linux, Mac or Windows laptop (in order of recommendation)
- The fastest home internet connection you can afford (you will be on the internet a lot)
- <https://developer.mozilla.org/en-US/>
- Eloquent JavaScript, 2nd Edition, by Marjin Haverbeke
- <https://codecademy.com>
- A good plain text editor, like Atom (<https://atom.io>)
- Image editing software, like Gimp (<http://www.gimp.org/>)

- A good web browser with developer tools, like Firefox (<https://www.mozilla.org/en-US/firefox/new/>)
- Version control software, specifically Git (<https://git-scm.com/>)
- The New Media Reader, by Nick Montfort and Noah Wardrip-Fruin
- <http://www.w3schools.com/>
- <http://rhizome.org>
- <http://eyebeam.org>

## Grading Breakdown

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- Attendance and Participation: 20%
- Midterm Exam: 10%
- Reading Notes: 20%
- Projects 1-3: 25%
- Final Project: 25%

## Attendance

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I will take attendance at the beginning of each class. In order to receive the full 20% attendance and participation grade, you must be on time for every class. Being late to class will cost you 1% of your final grade, missing a class will cost you 2% of your final grade.

## Late Policy

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I don't want late work. 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%).

## Grading Criteria

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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.

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 a short, multiple choice midterm exam 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.

## UF Grading Policies

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University of Florida official grading policies can be found at:  
<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

A	A-	B+	B	B-	C+	C	C-	D+	D	D-	S
4.00	3.67	3.33	3.00	2.67	2.33	2.00	1.67	1.33	1.00	0.67	0.00

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

## Students with Disabilities

Students requesting classroom accommodation must first register with the Dean of Students Office. The DSO will provide documentation to the student who must then provide this document to the instructor. The DSO can be contacted at: 352-392-1261 or <http://www.dso.ufl.edu/drp>

## SA+AH Health and Safety Policy

The School of Art and Art History Safety Manual will be reviewed in class. Students and instructors are responsible for following policy and procedures for making art safely at all times. The entire document is available online at <http://saahhealthandsafety.weebly.com/handbook.html>. All students are required to sign and turn in the signature page to the instructor on the first day of class.

## Digital Media 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: <http://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)

## White

All new and or used products 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 the user's 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 are subject to immediate disposal.

## 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 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

## Academic Honesty Policy

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The university's policies regarding academic honesty, the honor code, and student conduct related to the honor code will be strictly enforced. Full information regarding these policies is available at <http://www.registrar.ufl.edu> and <http://www.dso.ufl.edu>.

## Online Course Evaluations

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Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <http://evaluations.ufl.edu/results/>.