



**M/W PLAYGRAMMING 1:30-3:00 14 EAST JACKSON RM 210**

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# Syllabus

## SYLLABUS: GAM 240 Playgramming

**faculty contact**

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**meeting details**

MW 1:30PM - 3:00PM 14EAS 00210 Loop Campus

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*This syllabus is subject to changes as necessary during the quarter. If a change occurs, updates will be described during class and sent via email.*

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**course description**

This is a studio course that introduces basic computer programming concepts to designers. Students will write and modify code to complete weekly projects. No prior programming experience or knowledge is required. We will use the Processing language because it is a friendly self contained starter language perfect for beginners. Should you want to learn additional languages later on you will find the programming concepts introduced through Processing will transfer and scale.

**course objectives**

Code is the material of the 21st century. It underlies almost every aspect of contemporary life. Writing code, much like learning another language, is hard and weird and wonderful.

**student learning outcomes**

- write code
- read and fix errors
- make compelling visual design decisions
- produce smart/creative working projects
- give help && || get help

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**required supplies**

For this course we will be using Processing. Before every class meeting make sure that Processing is installed on your machine. If it is not installed go to <https://processing.org/download/> and download the latest version. No need to donate. Some projects will require printing.

**class meetings**

Class meetings will be a mix of new material/demos, studio/lab time, and project reviews. Be prepared for every class with completed work and Processing downloaded and ready for use.

**required work**

This course involves 10 projects. Code matters. Visual design matters. Broken code will not earn credit. Poorly executed visual design elements will not earn credit. Each project is worth 10 points. To receive credit for work it must be submitted through D2L on time.

- 4 points possible: care [following project instructions, using proper naming

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<b>Syllabus</b>
Resources
01: black and white
02: color Draft
03: pattern Draft
04: text Draft
05: time Draft
06: sequence Draft
07: interaction Draft
08: play rough Draft
09: play nice Draft

## 10: visualization

Draft

Add a module...

conventions]

- 4 points possible: craft [code is working and error/bug free, design elements have direction/intention]
- 1 point possible: concept [code and visual design decisions work together to communicate a feeling or an idea]
- 1 point possible: give help or get help [explain how you helped a classmate solve a problem and cite the person by name, or explain how you received help from a classmate or from the tutoring center and cite that person by name]. *Example: Jane Doe had an error and I helped her find the problem, we ended up rewriting the function. Example: I was having trouble deciding what shapes and colors to use for my pattern and John Doe helped me sort it out. Example: I was really stuck on the array concept so I went to the tutoring center and Jane Doe walked me through it again.*

*note for more advanced students: This is an introductory level course so the material/time will be focused on introductory level information and projects that support learning specifically for beginners. If you you are an excellent visual designer and you have internalized the code logic and syntax well enough to write the assigned projects from scratch - you may identify your own more advanced individual goals that will push you to grow and develop. In this case you may use the assigned projects as starting points and do more ambitious versions or additional variations. Do not find and incorporate code you do not understand or cannot debug. Alternatively giving help [technical problem solving or creative direction] is an excellent form of gaining more advanced experience and your input will be extremely appreciated and noticed.*

**helper: one late work or one do-over**

Each student gets one late or one do-over submission. It can be used for up to 7 days past the due date. If/when you use your late submission or do-over you must follow the original submission instructions AND email the instructor with the following information:

- subject line: late work: student name, playgramming
- body: project title, original due date, late turn in date

If you do not email the instructor your late or do-over submission information your effort will likely be missed because the D2L system does not generate an automatic message on your behalf.

*After one late submission additional late work cannot be accepted unless there is a documented extenuating circumstance [documented illness or documented immediate family emergencies]. The extenuating circumstance process/permission must pass through the Dean of Students office. Details are found here: <http://offices.depaul.edu/student-affairs/support-services/academic/Pages/absence-notification.aspx>*

**grades**

Project cycle points will be averaged for a final grade. A = 90-100 / B = 80-89 / C = 70-79 / D = 60-69 / F = 0-59

A indicates excellent work, B indicates good work, C indicates satisfactory work, D work is unsatisfactory in some respect, F is substantially unsatisfactory work or missing work. *note: Receiving an Incomplete for a course is unusual and is not something faculty can manage independently. All incomplete requests must be approved by the instructor of the course and a CDM Associate Dean. Only exceptional cases will receive such approval. Before the end of the term students must initiate the incomplete request process through: [cdm.depaul.edu](http://cdm.depaul.edu) > Current Students > Academic Policies*

**communication**

Email is the primary means of communication between faculty and students enrolled in this course outside of class time.

Students must include specific class/section number details in all email correspondence. It may take up to 48 hours to receive a response. Email will be addressed M-F, 12-5PM. Students should solve immediate problems by reaching out to classmates, looking on D2L, or doing a web search. Students need to check email daily.

**attendance**

Attendance is required. Three absences for any reason, whether excused or not, may constitute failure for the course. Roll will be taken. If students arrive 15 minutes late they will be marked absent. If students leave 15 minutes early they will be marked absent. Students are not required to report or explain reasons for absence. If students miss class they should review D2L documentation, look at the videos, and consult with classmates. Students who withdraw from the course for whatever reason must do so by using the Campus Connection system ([campusconnect.depaul.edu](http://campusconnect.depaul.edu)). Withdrawals processed via this system are effective

the day on which they are made. Simply ceasing to attend, or notifying the instructor, or nonpayment of tuition, does not constitute an official withdrawal from class and will result in academic as well as financial penalty.

#### resources

1. tutoring center, CDM 208 [search for Java if you need help with Processing, Photoshop/Illustrator etc if you need visual design help]: <http://www.cdm.depaul.edu/Current%20Students/Pages/TutoringProgram.aspx>
2. lynda tutorials: [software.depaul.edu/training](http://software.depaul.edu/training)
3. equipment center for cameras/gear: Daley building (14 E. Jackson) LL 106

#### facilities

1. computer labs: [cdm.depaul.edu](http://cdm.depaul.edu) > Current Students [top right nav] > Labs And Software [scroll down]

#### students with disabilities

Students who need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu). Lewis Center 1420, 25 East Jackson Blvd. Phone number: (312)362-8002 Fax: (312)362-6544 / TTY: (773)325.7296

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#### online course evaluations

*Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in CampusConnect.*

#### academic integrity and plagiarism

*This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>*

#### academic policies

*All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading and incompletes can be found at: <http://www.cdm.depaul.edu> > Current students [top right nav]*

New

Add Existing Activities

 Bulk Edit

Drag and drop files here to create and update topics

Add a sub-module...