

Projects for FDM 20c

Due dates: 10/8, 10/29, 11/19

How to turn in your work:

Each due date corresponds to a lecture. Lectures start at 10:00 am. To be considered on time, your TA must have an e-mail from you in their mailbox by 10:00 am on each due date. Your e-mail must include your full name, your section time, the text of your statement (all projects require a short statement) and links to relevant URLs. Text may be inline in the body of the e-mail or attached as pdf or rtf (no .doc or .pages files). Your subject line should be the title of the project, ie, "Self Portrait," "Wiki," "Monster," "CHM," "Add-Art." Please cc lindsay.e.kelley@gmail.com on all your projects. We reserve the right to post your projects on our class website. If you have a good reason for wishing your project to be posted anonymously or pseudonymously, please be in touch with us.

Complete **3** of the following, handing in one project per project deadline, in any order:

SELF PORTRAIT: Write a hypertext self-portrait composed as a set of webpages

Compose a narrative, preferably auto-biographical, hypertext containing at least five html pages, ten images, ten links, and as much text as you like. Links can direct to other websites. Alongside your hypertext, compose a short (1 paragraph) statement explaining your purpose and choices in your design, and why your hypertext is a self portrait. Your statement should contain at least three links to websites that have influenced your aesthetic and structural choices. To prepare for this project, look at some of the (many) hypertext compositions on the nmr cd-rom, as well as *Patchwork Girl* (on reserve at McHenry's Media Center).

- Your hypertext may be hosted on any server, but your UCSC web space lives for opportunities like this! Consider using it for your work in this class. (http://its.ucsc.edu/service_catalog/web_personal/index.php).
- We'll be reading your source code. Saving your word files as html does not advance your code literacy or learning, and we'll figure out your shortcut in about 5 seconds.

HTML is simple to learn; writing a hypertext composition is within the programming capabilities of everyone in this class. **We strongly encourage those of you new to coding to make this your *first* project.** Jump right in!

WIKI: Participate in wikipedia.org to further a critical dialogue on an aspect of new media art

This project has two parts. First, determine a focus for your participation in Wikipedia. For example, you might choose to expand the biography of one of the authors or artists we look at in class. Or you might choose to take on a "clean up" project and help rewrite an incomplete page. Second, edit at least five pages on wikipedia with the goal of contributing new, documented research and furthering a critical dialogue on new media art.

After signing up for a wikipedia account at <http://en.wikipedia.org/>:

First, choose a topic you find compelling. Our syllabus suggests several options; just make sure your topic has something to do with our class; that way we can evaluate your work from an informed point of view.

Second, determine what has already been posted about your topic. Maybe you will need to create a whole new page! Maybe you will find a stub that needs to be expanded. Maybe there are tons of great articles already, so you will need to focus on editing and contributing new information.

Finally, when it's time to turn in your project, point us to the URL showing your user history. We will evaluate your level of participation using this page, determining if you have contributed valuable information, if you have done concerted work around a specific topic, and if you have worked collaboratively with others in the (large) wikipedia community. Because we use your user history to evaluate you, **make sure you are always logged in to your wikipedia account when you make edits.** At

minimum, we expect your user history to show 50 edits on pages related to your topic, both small and substantial. Your contributions page is found here:

http://en.wikipedia.org/wiki/Special:Contributions/Your_Username. If you are an active wikipedia user and are concerned that your fdm20c edits will get mixed up with your other edits, perhaps consider opening a new account just for this project.

To turn in this project, send your TA your user contributions URL, accompanied by a brief (1 paragraph) statement describing your topic and how your participation in wikipedia has changed your understanding of it. See these pages for help getting started:

http://en.wikipedia.org/wiki/Wikipedia:Community_portal,
http://en.wikipedia.org/wiki/Wikipedia:New_contributors%27_help_page.

MONSTER: Make a Processing Monster

Lukas Vojir started making processing monsters in order to learn how to use processing and promote code sharing. The rules for making a processing monster are simple: Strictly black and white + mouse reactive. Vojir has a gallery of monsters and their source code here: <http://www.rmx.cz/monsters/>. To complete this project you will need to download processing from <http://processing.org/>, look at the monsters on Vojir's page, and then play around with creating your own monster. Try some of the processing tutorials on <http://processing.org/> before you get started. If you are familiar with java, processing will be very intuitive for you. If you are new to coding and/or java, we suggest downloading processing right away and playing around with it as soon as possible (like, today!).

To turn in the project, compose a short (1-2 paragraph) description of your monster and your script design and attach it to a commented and (hopefully) working prototype of the monster. We'll go over how to export and post your processing files in class. If any of the monsters in Vojir's gallery inspired your monster, credit them in both your code (as comments) and in your description. If your code does not run you can still receive full credit for this assignment if you write a very good description of your design. Conversely, even if your code does run, you will not receive full credit for this assignment if your written description of your design is poorly written or too abbreviated to be understood. A good description of a script design will include at least the following three parts:

- A well-commented code listing: your code should be heavily commented even if it does not work. You should explain in your comments what the important lines of code do or are meant to do.
- A description of the work planned and/or accomplished "behind the screen": even if your program does not run, you should outline its structure and dynamics. explain each of the elements that constitute the structural pieces of the game; and, comment on the functions implemented in javascript in order to explain how the elements work.
- A description of the work as it is intended to be understood and implemented by a user; i.e., an explanation of the work any player will have to do "in front of the screen." It should be possible for most anyone to read this description of the work and then be able to use your script and understand its purpose. in short, it should read as a sort of simple "user's manual" for your script.

It is up to you if you want to submit your monster to Vojir's gallery. I hope you choose to do so!

CHM: Visit the Computer History Museum in Mountain View

Requirements for your visit to CHM (<http://www.computerhistory.org/>): You must take a guided tour while there. You might want to call ahead to make sure you'll be there at the right time for a tour. Bring your camera and document your visit. I already called and was assured that it is OK to photograph in the museum, but it would be polite to confirm. After your visit, compose a photo essay about your experience. Post your essay online in whatever format is most appropriate (prints in an album, html, .pdf, public gallery on flickr or picasa, etc.) You may incorporate text, hypertext, links, or not. For a beautiful example of a photo book based on CHM's collection, see *Core Memory : A Visual Survey of Vintage Computers Featuring Machines from the Computer History Museum*. Photographs by Mark

Richards ; text by John Alderman ; foreword by John Toole (on reserve at McHenry). For a funny example of a short narrative photo essay made at CHM, see Val Aurora, <http://valerieaurora.org/kitchen.html>. To turn in the project, write a short (1 paragraph) statement about your essay, your goals, perhaps a self-evaluation, and include a URL.

ADD-ART: Curate a show for Add-Art

Steve Lambert has an open call for curators to contribute to his Add-Art project (<http://add-art.org/content/contribute>). For this project, you will curate a show of art made by artists you know. This could include friends, family, and classmates. You cannot curate your own work. You could, however, announce that you are interested in being included in a show. To announce your interest, post a comment in the post called "I want my art to be part of an Add-Art project." I've contacted Steve and learned that everything you need to know about curating a show can be found here:

<http://dev.eyebam.org/projects/add-art/wiki/Curating>

I'll emphasize a few parts of Steve's guidelines:

"We have well over 25,000 users. This is a broad swath of people. People use this at work and on computers their kids use. (Someday we'll have a NSFW version of Add-Art, but right now we don't.) People will read your artist/curators statement when they don't understand the work. Avoid 'art speak' in your statement and break it down into terms everyday people can understand.

"A show is made up of 8 bodies of work, a total of **136 individual images**. The plugin requires 8 different bodies of work."

Note the naming conventions.

Also note that the instructions tell you to send your images to Steve and to upload your images to the Add-Art site. **Do not do this**. Rather than inundate the site with potentially thousands of images, we're going to send Steve links to your stuff hosted elsewhere. If he & the Add-Art folks find any of our proposed shows compelling, they will be in touch with you. Note that the 2009 schedule is set, and the 2010 schedule is probably on its way to being set. So, do not expect a rapid response. We're doing this project to help us understand how the Add-Art plugin works and to practice thinking like curators. We're not doing this with any expectations about our shows being scheduled.

When you're done, post your curatorial statement (at least 2 paragraphs) and your images online (preferably on your UCSC web space) and send us the link. I'll pass all the links on to Steve, thus saving him from sorting through potentially 120 e-mails. Post your images in an HTML file, so they are visible in grouped "sets," rather than as directory listings.