



197.119  
Coding for Creative Practice

## Assignment 1: "Hello World"

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### Aim

In this studio paper students will be introduced to the fundamentals of computer programming as an art and design tool. Students will acquire basic knowledge and fundamental techniques for the creative uses of coding across a range of art and design contexts.

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### Overview

In this studio paper students will explore the use of computer programming as a creative tool in relation to art and design creative practice. Focus will be on experimentation and iterative practice as a method for critical reflection and discovery. Principles of computer coding will be applied to a range of outputs including screen, print, audio and physical objects.

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### Project Brief

In this assignment you will explore the world of coding through creative experimentation and iterative process. Through the use of a variety of different software and different programming languages you will create a series of experimental graphical outputs. These outputs will be documented on your blog, showing and sharing your discoveries as they occur. Each week you will be introduced to a fundamental coding concept, which will perform as the foundation of that week's creative exploration. With the assignment focus on exploration and iterative practice, you will be required to think carefully about your use of 'CTRL+Z' as you work through the design process, document and save versions as you go. Final hand in will consist of a curated series of favoured outputs from each piece of software.

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### Submission

- Weekly process documented on blog. There should be at least three examples of your work posted each week.
- Curated series of outputs from each piece of software.

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School of Art, BFa (Hons),  
School of Design, BDes (Hons),  
Semester 2 / 2018

Assessment 1  
50% (6 weeks)  
Due week 6  
This assessment is at a fixed time  
and place.

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### Paper Resources

- Blog
- Shared class blogs
- Computer labs
- Online resources on Stream