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| Class            | Awww   |             |            |
| Tutor(s)         | Yara Veloso <a href="mailto:y.veloso@artez.nl">y.veloso@artez.nl</a> |             |            |
| Year             | 2023-2024  | Semester    | 2          |
| ECTS             | X (see OER)  | Osiris Code | TBC by GDA |
| Date of Issue    | 29/01/2023   | Deadline    | 29/01/2023 |
| Assignment title | Coding en Plein Air  |             |            |

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| Description            | <p><u>Introduction</u></p> <p>The Industrial Revolution (1760 - 1840) had huge consequences for artists. If before they had to produce their own paints in laborious mixing processes, now paint was widely available in ready to use aluminium tubes. Along with paint, lightweight portable easels and brushes could be produced in large quantities and easily purchased at a store, which enabled a completely new way of painting known as en plein air - in open air - and artists across Europe could pack their materials and paint nature. Painting became an activity of leisure, an autonomous pursuit, without necessarily having to depend on the artist's relationship with a patron or confined to the walls of the studio.</p>  <p>Edouard Manet , <i>Monet in his Studio Boat</i>, 1874 (edited)</p> <p><u>Assignment</u></p> <p>In this exercise we will embrace the portability of our workstations - computers once took up the space of an entire room - and go outside to create an interactive "painting" using code.</p> <p><u>Prompt:</u></p> <p>Walk around the building, laptop in hand. Take the same route you always take.</p> <p>Walk around the building again, this time take a different route (if 1. was the shortest route, take the longest one, or vice versa).</p> <p>Sit in a place you've never sat before. Perhaps you're not alone there. You can sit together.</p> <p>Look around. Choose a spot to fix your gaze on. However small or big, pay attention to it. A speck on the wall, a corner of a table, a tile, some dust on the ground..</p> <p>Draw it using <code>&lt; html &gt;</code> and <code>css {}</code></p> |
| Lesson plan / Schedule | This assignment will be done during Lesson 1.  |
| Grading Method         | Numerical Grading = PASS-FAIL  |

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| Submission Details      | <u>Deliverables</u> <ul style="list-style-type: none"> <li>- An HTML document, published on glitch.me containing an observational drawing using CSS &amp; HTML</li> <li>- A interactive button/trigger that changes your drawing using Javascript &amp; CSS</li> </ul>                     |
| Reading List            | - NA   |
| Learning Goals          | <ul style="list-style-type: none"> <li>- Place elements using HTML &amp; CSS</li> <li>- Style elements using CSS</li> <li>- Creative interactivity using CSS &amp; Javascript</li> <li>- Understanding the different uses all three languages we will use throughout the course</li> </ul> |
| Assessment Criteria     | <ul style="list-style-type: none"> <li>- Working process: prototyping and problem-solving</li> <li>- Approach to the assignment/prompt</li> <li>- Attendance &amp; punctuality</li> </ul>  |
| Assessment & Feedback   | Students who lack the required attendance rates, miss the deadline and/or fail assignment(s) may be required to complete a Task (or resit the whole semester) to demonstrate that learning outcomes have been achieved and ECTS can be obtained.   |
| Curriculum Competencies | See OER.   |