

Class	Awww - Interactive Media		
Tutor(s)	Yara Veloso y.veloso@artez.nl		
Year	2023-2024	Semester	2
ECTS	X (see OER)	Osiris Code	TBC by GDA
Date of Issue	5/02/2023	Deadline	4/03/2023
Assignment title	The Keypress Event		
Description	<p>We are going to explore the possibilities of using minimal javascript input to transform your HTML directly from the browser. Think like a VJ.</p> <p>Your starting point is 1 minute of audio, which can be a [part of a] song, a lecture, a field recording or anything that can guide you visually and rhythmically. It should be something that is already available and made/recorded by somebody else.</p> <p>You are going to make a collection of visual elements based on the audio you chose. These elements can be anything that can be represented by HTML tags, like images/GIFs, text, SVG (Scalable Vector Graphics). But since we are going to code and design the interaction and movement, no video files are allowed.</p> <p>We will work with key press events, which means that your computer keyboard will be the instrument that you can operate. There are code templates provided as a resource, but it is on you to adapt this to your needs.</p> <p>Tips:</p> <ul style="list-style-type: none"> - The page is meant to be played and understood by you, having in mind the audio you selected. The goal is not to make a tool for others. Be as specific as you'd like. - Think of the different aspects of the audio you have and how you could visualise them (beat, melody, vocals, different instruments etc) 		
Lesson plan / Schedule	<p>Week 1 25/03: Introduction to Javascript Javascript Events Making your first demo</p> <p>- easter break-</p> <p>Week 2 08/04: From Pseudocode to real code Bugs 🐛 Group Discussions</p> <p>Week 3 15/04: Wrap-up time Presentations at the photo studio</p>		
Grading Method	Numerical Grading		

Submission Details	<p>Deliverables</p> <ul style="list-style-type: none"> - An interactive single webpage (.html file) using Javascript to trigger Keyboard events that you will perform at the presentation on 15/04.
Reading List	<ul style="list-style-type: none"> - A reference from early in the 20th century, Opus I (1921) by Walter Ruttmann. - Gerald van der Kaap (1959), a key character in Dutch underground club and radio culture in the 80s and 90s, pioneered the role of the VJ. He also knows how to deal with web pages! - Alvo Noto - Uni Acronym music video (2011) - JMII - Bailar music video (2017)
Learning Goals	<ul style="list-style-type: none"> - Learn how to use and combine HTML, CSS and Javascript - Think of your website beyond a mere "document" - Learning how to sketch in PseudoCode - Debugging techniques - Combining visuals & code
Assessment Criteria	<ul style="list-style-type: none"> - Demonstration of conceptual ability Ability to understand the concepts introduced and use them to fuel own ideas and works. Capacity to experiment and arrive to exciting new outcomes - Demonstration of creative ability Ability to use typography and editorial concepts in creating compelling narratives. Thinking of the possibilities of the medium: Does the website 'show you' or 'tell you' what to do? - Demonstration of reflective capabilities Motivation and problem-solving. Capacity to adapt and learn from own mistakes.
Assessment & Feedback	<p>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.</p>
Curriculum Competencies	<p>See OER.</p>