THE CART 101 STUDENT'S GUIDE TO THE SEMESTER (SYLLABUS)

CART 101, Introduction to Computer Art, 3 s.h.
Fall 2014 Section 01: MW 9am - 10:50am FA 321
Fall 2014 Section 04: TR 8am - 9:50am FA 321

CONTACT INFORMATION

Instructor: Kenneth Crosby
Email: kenneth.crosby@oneonta.edu (The best way of contacting me.)
Instructional Support Site: http://employees.oneonta.edu/crosbykm/
Office: FA 316
Office Hours:
Office Phone: (607) 436-2714 (Don't leave a message.)
You can also contact me via Facebook or Google+.

COURSE GOALS

To reach a level of proficiency where the tool (hardware and software) begins to become transparent in the creative process.

To use learned technical skills in conjunction with the fundamentals of design to create original works of art.

To produce a solid portfolio of work displayed online that will be useful in furthering your academic and/or professional career

WHAT TO EXPECT

There will be approximately ten projects throughout the semester in addition to smaller homework assignments. You will spend time in class working on your projects and getting feedback on them when not giving your full attention to lectures or demonstrations.

Expect to talk about your art in class. We will have critiques at the completion of each project and light discussion along the way.

Expect to spend at least 12 hours a week outside of class working on your projects.

You will need to do your own research on certain topics and software features.

CLASSROOM PROCEDURES

Lectures will be given on the use of software, hardware, and project topics. During this time you should be attentive. Look up, take notes, and ask questions. You should not be working on your computer during lectures. The best way to eliminate a distraction is to remove it. Put the computer to sleep or turn the display off.

There will be work days where we focus solely on the production of art.

There will be group discussions and critiques on the most recent project. You should participate. It is part of your grade.

Food and drink should be kept away from the workstations. If you need to eat use a table away from the computer equipment.

Clean up after yourself and be considerate of others. You are not the only one who uses this classroom. Throw trash away and help keep the lab clean. Use of these facilities is a privilege.

ATTENDANCE

Attendance is mandatory. Three absences without written excuse will decrease your overall grade by one letter.

You will be marked as tardy if you are not in the classroom by 5 minutes after the start of class.

Three late arrivals to class are equal to one absence.

PHONES AND MUSIC

Your phones should have ringers/notifications/vibrations turned off or be powered down. This class is just under two hours, you can live without the distraction for that duration.

You may not listen to music during class. Period.

If you listen to music in the lab outside of class use headphones and a respectful volume level.

DEADLINES Projects must be completed and submitted on time. Just like in a real job, you have deadlines! There will be no extensions except in documented emergency cases.

There is no extra credit.

Late projects will not be graded. Incomplete project will receive a diminished grade. An incomplete project is better than no project.

You may rework an assignment, but only if it was complete and submitted on time. Do not let this impact progress on the current project. Talk with me before any rework.

GRADING CRITERIA Projects are graded based on the following:

Design (2): Overall quality of the finished piece. Successful application of fundamental design concepts covered up to that point. Originality.

Innovation and Ambition (2): Risk taking and thinking outside the box, depth of concept, innovative solutions to visual problem solving. Attentiveness, attitude toward project, effort put forward.

Craftsmanship (2): Evidence of understanding the tools/techniques and control over them. Fulfillment of project goals. Organization, quality of work, attention to detail, and improvement.

Attendance, Attitude, and Participation (2): Your attendance, work in class, interaction and participation in class exercises, and overall attitude.

Preparation and Presentation (2): Evidence of having researched topics, looked at artwork/artists, and tool usage relating to the project. Preparedness and presentation of completed project during critique.

Additional details on a projects grading criteria can be found on individual project handouts.

Your midterm and final grade will be based on average of the individual project grades and overall quality completed portfolio.

Each of these areas will be evaluated and awarded 0 - 2 points for a total of 10. The total amount of points is then multiplied by 10 for the final grade.
i.e. 8.5points x 10 = 85, B+

If you ever have a question about your grades, please talk to me.

Average	0%	60%	63%	67%	70%	73%	77%	80%	83%	87%	90%	93%	97%
Letter	E	D-	D	D+	C-	C	C+	B-	B	B+	A-	A	A+
GPA	0.00	0.67	1.00	1.33	1.67	2.00	2.33	2.67	3.00	3.33	3.67	4.00	4.00

SUPPLIES A pen for the WACOM Tablets. (See Artist Resources on the class website.)

Reliable USB flash storage (at least 16GB) or, external hard drive for backing up projects.

A sketchbook and drawing tool of your choosing. This is for sketching ideas and taking notes.

You will need to print projects. This will be talked about later on but have some money set aside for this.

RESOURCES Visit the course instructional support website for inspiration, links to helpful articles, digital copies of the syllabus and current/past projects.
http://employees.oneonta.edu/crosbykm/

COURSE CATALOG DESCRIPTION CART 101 Introduction to Computer Art 3 s.h.

Introduces the student to the computer as a creative medium. Using the foundation in drawing and design skills students will explore current software to create digital art. Through critiques, lectures, and discussions it examines the computer as a cultural phenomenon. (LA)

ITS If you experience problems with one of the computers in the labs please contact the Help Desk and Information Technology Services (607) 436-4567.

STUDENTS WITH DISABILITIES SUNY Oneonta is committed to ensuring access and equity to all students. Students diagnosed with a disability may be entitled to a wide array of accommodations to meet specific needs. These needs are supported through individualized accommodation plans formulated in a collaborative effort by the director of Student Disability Services (SDS) and the student. These plans must be supported by a current evaluation from an appropriate professional.

Accommodations may include, but are not limited to, classroom assistance, testing assistance, adaptive technology and individualized accommodations as needed. It is strongly suggested that all new students register with SDS at the beginning of their first semester. It is your responsibility to contact SDS and provide me with your accommodation plan. Only after providing me a copy of your SDS accommodation plan will accommodations be made. Previously recorded grades will not be changed.

Student Disability Services, 209 Alumni Hall, 607.436.2137

STUDENTS WITH DISABILITIES In the event of an emergency in the Fine Arts Building evacuate to the IRC Lobby where you can be accounted for by college officials. Details on the College's emergency evacuation, shelter and procedures can be found at: http://www.oneonta.edu/security/