



COURSE SYLLABUS

Course Information

ATCM 2335.001

Internet Studio I Spring 2024

Class Time/Location: Thursday 4-6:45pm in ATC 2.914

Professor Contact Information

Professor xtine burrough

Email: xtine@utdallas.edu

Office Hours: Wednesday 9-10am (text ahead on Teams!)

Website: missconceptions.net

LabSynthE: We meet on Wednesdays 2-3:30pm in 1.601.

Contact Policies: Reach me on MS Teams or by email. Use official UTD email only. Under typical circumstances, I respond M-F within 24 hours.

Class Participation

Regular class participation is expected regardless of course modality. Students who fail to participate in class regularly are inviting scholastic difficulty. Class participation is documented by faculty. Successful participation is defined as consistently adhering to University requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Recordings (in the event of a snow day we may use Teams, TBD)

This is an in-person course! But, it's winter in Dallas, and snow and ice are part of the expected weather cycle. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an

approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements violates the [Student Code of Conduct](#).

Class Materials

The instructor may provide class materials that will be made available to all students registered for this class as they are intended to supplement the classroom experience. These materials may be downloaded during the course, however, these materials are for registered students' use only. Classroom materials may not be reproduced or shared with those not in class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Course Pre-requisites, Co-requisites, and/or Other Restrictions

ATCM 2301

Course Description

(Catalog copy): ATCM 2335 Internet Studio I (3 semester credit hours) This course presents core web technologies and the process of website development. Topics explored include but are not limited to prototyping and design, development, information architecture and website launch. Prerequisite: ATCM 2301.

Students will create computational art throughout this course. Alongside this review of the field, students will learn to make a work of art using languages for the web such as HTML/CSS and Javascript. This course will include discussions of assigned texts/art works, descriptive writing, and the creation of your own project.

Student Learning Objectives/Outcomes

Upon completion of this course the students will be able to:

- Demonstrate competence in research and design methods for programming projects for the internet
 - Create responsive design compositions
 - Experiment with interactive media formats for the web browser
 - Think critically, analytically and creatively about the history, development and use of computation in creative projects
 - Work independently and/or collaboratively on creative experiments
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Required Materials and Textbooks

- burrough, xtine and Owen Mundy. *Critical Web Design*. Cambridge, MA: MIT Press, 2025 (yes, we're still writing! You will receive PDFs for each chapter this semester. Please don't share them!)
- To work on your personal computer, please download and install the following free software:
 - [VS Code](#) (a text editor we will use to code in HTML/CSS/Javascript)
 - Free account on [Glitch](#)
 - Free account on [GitHub](#) (optional)

- Other: I will ask you to share your work with me. You can use [Glitch.com](https://glitch.com), [Github.com](https://github.com), or you can serve pages on your own website and share a link.

Assignments & Academic Calendar

The schedule is subject to change according to the needs of the class. You can always find the most current material/schedule on MS Teams. Please check Teams regularly.

Week 1: January 18

READING/EXPLORATIONS IN CODE

Chapter 1: Introduction; Installation and Set Up; Modifying a Page

VIEW

Josh On, [TheyRule.net](https://theyrule.net)

Optional reading: Bruce Sterling, [A Short History of the Internet](#)

Optional reading: <https://github.com/jlevy/the-art-of-command-line>

CODELAB

Complete the chapter prompts

Week 2: January 25

READING/EXPLORATIONS IN CODE

Chapter 2: View Source

VIEW

Artworks by **MSCHF**

CODELAB

Complete the chapter prompts

Week 3: February 1

READING/EXPLORATIONS IN CODE

Chapter 3: Critical Web Design

VIEW

xtine burrough, Delocator.net

CODELAB

Complete the chapter prompts

Week 4: February 8

 READING/EXPLORATIONS IN CODE

Chapter 4: On the Grid

 VIEW

The Pudding

 CODELAB

Complete the chapter prompts

Week 5: February 15

 READING/EXPLORATIONS IN CODE

Chapter 5: Usability & Forms

 VIEW

Christopher Strachey's [Love Letters](#)

 CODELAB

Complete the chapter prompts

 PREPARE TO BRING TO CLASS ON FEBRUARY 21

Make a midterm practical exam to test what you have learned so far. If you were the instructor, what would a midterm practical exam look like? It should cover materials from Chapters 1-5 and take the student no more than 45 minutes to (comfortably) complete.

Week 6: February 22

 READING/EXPLORATIONS IN CODE

We're going to take a break from the chapters to work on midterm exams and/or time to catch up!

 VIEW

Michael Demers, [Color Field Paintings \(Browser\)](#)

 CODELAB: MIDTERM EXAM PART I

Pilot your exam with a partner assigned to you in class. Take turns: Watch them take your exam. Take notes. How long did it take your test-taker? Do you have a grading rubric? How would you grade this exam? Revise your exam based on what you learned before our next class.

Week 7: February 29

READING/EXPLORATIONS IN CODE

We're going to take a break from the chapters to work on midterm exams and/or time to catch up!

VIEW

[The Colour Clock](#)

CODELAB/MIDTERM EXAM PART II

Present your quiz to a second partner assigned to you in class. Each of you takes an exam without interference. Grade each other's exams.

SUBMIT BEFORE THE END OF CLASS (ALL DUE ON 3/2)

Submit a midterm exam package with your partner.

You will submit one zip file per pair of students as a compressed (.zip) file in our Box folder.

Inside this .zip file I should find two folders, one for each of you, that includes main items and a sub-folder with quiz items as follows:

- MAIN FOLDER ITEMS:
 - brief summary of the midterm exam
 - learning objectives
 - screenshots (documentation) of the exam during various stages of development/completion
 - the final code produced, and
 - the grading rubric you used to assess the exam-taker
- SUBFOLDER ITEMS:
 - your partner's completed exam
 - your notes: assessment of the exam and reflection on this process
 - partner's final midterm grade

Week 8: March 7

READING/EXPLORATIONS IN CODE

Chapter 6: Off the Grid

VIEW

Herdimas Anggara, [ritual.engineer](#)

CODELAB

Complete the chapter prompts

Week 9: March 14

Spring Break: Maybe you start to think about your final project during this time.

Week 10: March 21

 READING/EXPLORATIONS IN CODE

Chapter 7: Ethical Design

 VIEW

Joy Buolamwini, [The Coded Gaze](#)

 CODELAB

Complete the chapter prompts

Week 11: March 28

 READING/EXPLORATIONS IN CODE

Chapter 8: Generative Design

 VIEW

Lauren McCarthy's "Autonomous" projects, such as [Voice in My Head](#)

 CODELAB

Complete the chapter prompts

 SUBMIT BEFORE WEDNESDAY, APRIL 3

Submit a 50-word description of your final project and 3 to 5 keywords.

Week 12: April 4

 EXPLORATIONS IN CODE

Open lab to work on final projects

 VIEW

Owen Mundy, [I Know Where Your Cat Lives](#)



CODELAB

Continue to develop final projects



SUBMIT BEFORE WEDNESDAY, APRIL 10

Submit 2 to 4 mockups or screenshots of your imagined final project: Not the code! I want to see what you imagine the results will look like. Bring the work to Figma or Adobe applications.

Week 13: April 11



EXPLORATIONS IN CODE

Open lab to work on final projects or, optionally, read and follow the prompts in Chapter 9



VIEW

Organizations: [NEW INC](#), [Rhizome](#), [School for Poetic Computation](#)



CODELAB

Continue to develop final projects



SUBMIT BEFORE WEDNESDAY, APRIL 17

Submit a project description, in no more than 500 words, answering these two often-asked questions in the field: What are its artistic merits? How is the work original or relevant?

Week 14: April 18



READING/EXPLORATIONS IN CODE

Open lab to work on final projects or, optionally, read and follow the prompts in Chapter 10



CODELAB

Continue to develop final projects and be ready for the critique next week

Week 15: April 25



PRESENTATIONS + CRITIQUE

Discussion+Critique: Final Projects Lightning Round Presentation: Today you will present your project, even if it is not all the way finished or if it is downright buggy. You should have enough materials from your pre-production and production work to be able to showcase it (perhaps in simplest form).



CODELAB

Final revisions/versions of student final projects are due on May 4. Use this final class session to receive feedback.

Week 16: May 2

FINAL INTERACTIVE PRESENTATIONS

SUBMIT

Submit a final project package. It should include:

- link to your individual project if it is online or .zip folder with all parts
- writing portfolio including:
 - 50-word project summary and keywords
 - Original mock-ups
 - 500-word project description
 - Screenshots or video (documentation) of the final project that tells the story of the project—what you would use to show somebody this work in a professional context.

Grading Policy

You will be evaluated on how effectively your submitted projects demonstrate your ability to integrate technology and theory with your own thoughts, ideas, and creativity. All projects must be submitted to eLearning. Grading rubrics are on eLearning. Note that project grading rubrics include points for providing feedback to others.

Date	What's Due	Value
2/22-29	1. Midterm Exam	20%
4/4	2. 50 words & keywords	10%
4/11	3. Mockup Images	10%
4/18	4. Project Description	20%
5/2	5. Final Project Link (live and online)	20%
5/2	6. Writing Portfolio	10%
5/2	7. Project Documentation	10%
<i>It all adds up to 100</i>		100%

We may find opportunities for extra credit later in the semester. In the past, extra credit has been offered to students who participate in faculty research projects or studies related to this course.

A grade of incomplete may be given, at the discretion of the instructor, when a student has completed at least 75% of the required course material but cannot complete all requirements by the end of the semester. Be careful about the University's due dates!

Course & Instructor Policies

Your Presence

You can “show up” (log on, enter a room, sit in a seat) without *being present*. Your success in this class, in your college experience, in life (more broadly), will relate to your ability to be present.

In this class we will cultivate *generous participation*. Class participation is not just an action, like showing up for class and presenting your work. Participation includes preparation, discussion, presenting your work, providing space for you and others to think and to make mistakes, critiquing your peers, creative exercises, and so on. You are expected to respect everyone in the class by staying focused on the discussion, including the discussion of your peers' works.

It is important that you arrive in the class meetings prepared, on time, and ready to participate.

Attendance

Class attendance is expected of all students to the best of your ability.

Assignments

Keep in mind that the depth of your ideas—and your passion in pursuing those ideas—will directly impact the power and effectiveness of your projects far more than your mastery of technical skills. Use the tools to the best of your abilities to creatively express your ideas.

Due Dates

All assignments are due before the class meeting time, unless otherwise noted. Work may be late by one week at a 10% point reduction in the grade.

It is your responsibility to complete your work early enough to allow time for any technical difficulties. Neither limited computer access nor a computer crash is a valid excuse for missing deadlines. Do not wait until the last minute to complete your work. You might have an unexpected Internet problem, hard-drive crash, or there might be a server problem. Allow time to meet deadlines. Technology is unpredictable.

Academic Honesty

From the UTD Handbook of Operating Procedures: “The university expects from its students a high level of responsibility with respect to academic honesty. Because the value of an academic degree depends on the absolute integrity of the work done by the student for that degree, it is imperative that a student maintain a high standard of individual honor in his or her scholastic work. The dean may initiate disciplinary proceedings under subchapter C against a student accused of scholastic dishonesty upon complaint by a faculty member or a student.” (<https://www.utdallas.edu/conduct/dishonesty/>)

Plagiarism will be reported to the Dean of Students. Possible disciplinary action by the university may include failing the assignment, failing the course, expulsion, etc. If you have any questions regarding the proper use of outside sources or the distinction between sampling and plagiarism, I encourage you to meet with me.

Academic Resources

The information contained in the following link lists the University’s academic support resources for all students. Please see <http://go.utdallas.edu/academic-support-resources>.

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University’s policies and procedures segment of the course syllabus.

Please go to <http://go.utdallas.edu/syllabus-policies> for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.

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Project and assessment descriptions follow on the next pages.

Assessments (Exam, Creative Project, Writing, Visual Documentation)

1. Midterm Practical Exam

Begin:

Make a midterm practical exam to test what you have learned so far. If you were the instructor, what would a midterm practical exam look like? It should cover materials from Chapters 3-8 and take the student no more than 45 minutes to (comfortably) complete.

Pilot:

Pilot your exam with a partner assigned to you in class. Take turns: Watch them take your exam. Take notes. How long did it take your test-taker? Do you have a grading rubric? How would you grade this exam? Revise your exam based on what you learned before our next class.

Submit:

Final delivery—you will proctor your exam with a partner, then you and your partner will submit a midterm exam package together.

One zip file per pair of students will be submitted to our Teams Files folder > **midterms**.

Inside this .zip file I should find two folders, one for each of you, that includes main items and a sub-folder with quiz items as follows:

- MAIN FOLDER ITEMS:
 - a brief summary of the midterm exam
 - learning objectives
 - screenshots (documentation) of the exam during various stages of development/completion
 - the final code produced, and
 - the grading rubric you used to assess the exam-taker
- SUBFOLDER ITEMS:
 - your partner's completed exam (can be a screenshot)
 - your notes: assessment of the exam and reflection on this process
 - partner's final midterm grade

2. 50 Word Description + Keywords

Submit a 50-word description of your final project and 3 to 5 keywords.

3. Image Mockups

Submit 2 to 4 mockups or screenshots of your imagined final project: Not the code! I want to see what you imagine the results will look like.

4. Project Description

Submit a project description, in no more than 500 words, answering these two often-asked questions in the field: What are its artistic merits? How is the work original or relevant?

5. Final Project

Submit a final project package. It should include:

- **1. Project Link** (live and online)
- **2. Writing Portfolio** including:
 - 50-word project summary and keywords
 - Original mock-ups
 - 500-word project description
- **3. Video or Single Web Page Documentation** of the final project with screenshots that tells the story of the project—what you would use to show somebody this work in a professional context. Just sending them the link to the project is not enough. People need to understand the context of the work.