

Welcome to Playgramming!

DESCRIPTION

This workshop introduces computer programming to artists and designers. Programming is an art, but before students can create masterpieces they first need to explore, play, and sketch with code. Students learn basic concepts and techniques of computation and apply these to craft gameplay experiences, improvisational experiments, and software toys. Students will author code from scratch and remix code to complete their weekly projects. No prior programming experience or knowledge is required.

WEEKLY EFFORT

Success in this course requires consistent, weekly effort. There is a project due each week every Monday until the end of the quarter. Expect to put in at least 6 hours a week, every week to complete the assignments and get a B or an A. The skills and experience you will gain in this course will empower you as a game designer and collaborator in game development. Invest in your future by fully committing yourself to the projects and you will thrive in later project courses.

SOFTWARE

Processing is the free software (Windows or Mac) you'll use to make all of your projects. Processing is a programming environment made for artists and designers to learn how to code. The programs you create in it are called "sketches" because:

- 1) the software allows you to jump right into coding like an artist can jump into drawing
- 2) it is easy to try new stuff, experiment, and remix code
- 3) it is easy to share your work with others

Processing is based in the JavaScript programming language which is what you will use in the next course after Playgramming in the programming sequence, Practical Scripting for Games. You can use JavaScript to program games in Unity, the game engine used in Practical Scripting for Games, as well as Game Modification Workshop, and many Game Capstone projects senior year.

The Next 5 Steps to Get Started in the Course:

1. Your first project is due Monday at 10am: www.Playgramming.com/projects#one
2. You'll need the free Processing software: www.playgramming.com/resources/
3. To do the project, use the first required readings: www.Playgramming.com/schedule#readings
4. To submit the project, follow these instructions: www.Playgramming.com/projects

You'll also need to buy the required workbook in the school store (or order it online):

5. More info on the book: www.playgramming.com/resources/
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