

Spring 2026 | 8 Credits | All Class Levels

## WEEKLY SCHEDULE

### Tuesday

12:30-4:20pm

Hands-on Technical Workshops

1<sup>st</sup> meeting: March 31 in Evans 2610

### Friday

10am-12:50pm

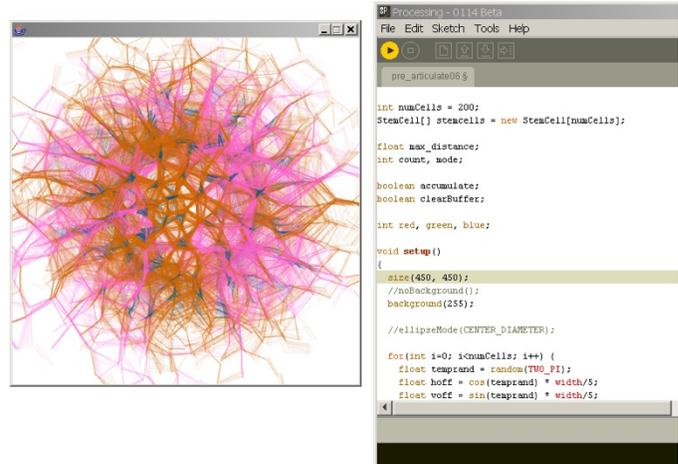
Lecture/Seminar

By encouraging students to understand media and art as technological and computer design as creative, this program delves into concepts of interactivity through both theory and practice. This program is suitable for computer science or visual and media arts students who are interested in the intersection of these disciplines. No prior knowledge of either is expected, but students with that experience will be able to build on it.

Computers are physical devices that exist in a historical and social context. In this program, we will learn about the basic structure and functions of computing hardware and software, and the human factors – such as gender, race, culture, and labor – that have shaped them. Technology through the lens of accessibility and disability justice will be a particular focus.

Program activities include technical instruction and experimentation using hardware and software tools, weekly thematic lectures and seminars on scholarly readings, and examples of texts, videos, digital games, artworks, performances and installations that conceptually and formally engage concepts of interactivity. Writing assignments include reading responses, and documentation of and reflection on a self-directed project.

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## STUDENT FEE

\$80 covers bound packet of readings and required media fee

## SPECIAL EXPENSES

You may choose to spend up to \$75 on supplies for your individual project

## Credit Equivalencies

- 4 - Culture, Computing, and Technology
- 4 - Programming for Interactive Arts

## Introductory instruction includes:

- Processing (visual programming language)
- Arduino (hardware microcontrollers)
- Projection Mapping (non-screen video)

## Solo or group project (weeks 6-10):

focus on media, visual arts, robotics, software, video games, or your interest

## Collaborative project opportunity:

Research and imagine accessible and inclusive technologies with mentors from OCAD (Ontario College of Art and Design) University.