

Specification for the Final Project

Manifesto

Write a paragraph of 250 words or less explaining what you can teach and learn through your project. Imagine that you are in the position of someone who is creating something that allows you to teach others about what you are thinking and doing as an artist, mathematician, scientist, or programmer. Imagine that you will write and teach a lab that allows others to create the project you have created, just as you have created, during the weeks of this camp, projects that other have created. What is interesting? What are good learning points of which to be conscious? How can others take what you have done and turn in it opportunities to explore things in different ways?

Art

In 250 words or less, explicate, show, and interpret your art. Say what it means. Write about the techniques and perspectives you have applied to it. What have you done? What does the art allow those who interact with your application to perceive or explore? How have you changed the starter project so that the art has been extended, deepened, or brought to bear in special ways on themes or concerns—scientific, social, political, mathematical, aesthetic, and so on—that allow it to serve as a medium of teaching and learning or for generally communicating or developing dialogues with others? How does your art become an occasion for experiences on your own part and the part of others?

Applied Math

The camp offers 8 distinct contexts of mathematical opportunity, which include Venn diagrams, units of measure, indexing, interest, probability, doubling times (linear and exponential growth), slopes, and circuits. In 250 words or less explain the math your application uses. As a starter, imagine that in six months someone is going to come up to you and ask you, “So what was the math you did about?” Find words that will enable you to answer this question so that what you say is clear and meaningful to both you and your listener. For example, if you work with interest rates, say, in your own words, what interest is and how knowing about interest allows you to understand the world in a specific way. Additionally, show the math. In other words, show a problem you have worked with the math teacher that illustrates, in the language of math, the application of mathematics you have dealt with.

Programming

In 250 words or less, describe the program you have developed to fuse the thematic, artistic, and mathematical features of your application. What does the program make happen? Write a few sentences that describe, specifically, how the code changes the symbols or values incorporated into your application. Further, copy and paste the lines of code that embody the mathematical functionality of your application into your specification. If you do not intend to change the math, simply copy the code from your starter project into the specification and briefly explain what it does. If you intend to change the math, first copy the starter code into your specification. Then work out how you are to change it and show the finished. Explain what it does.

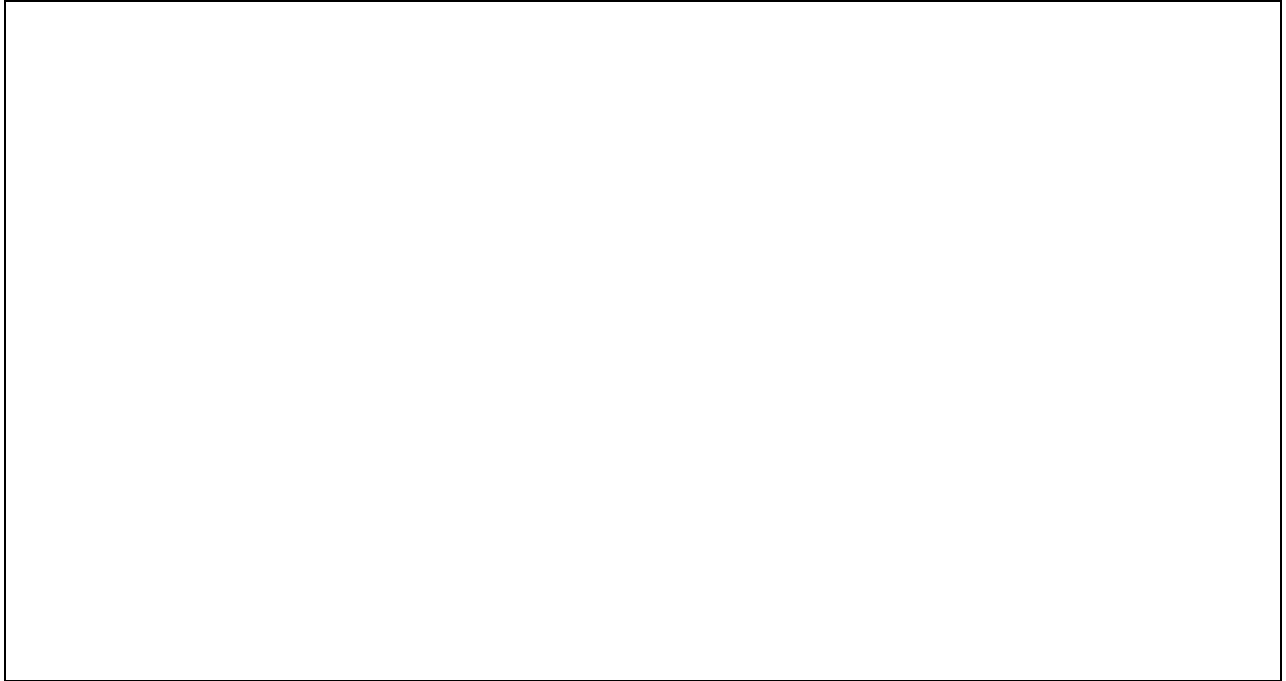
Specification for the Final Project

Name:	Name of Digital Art Project	Starter App:
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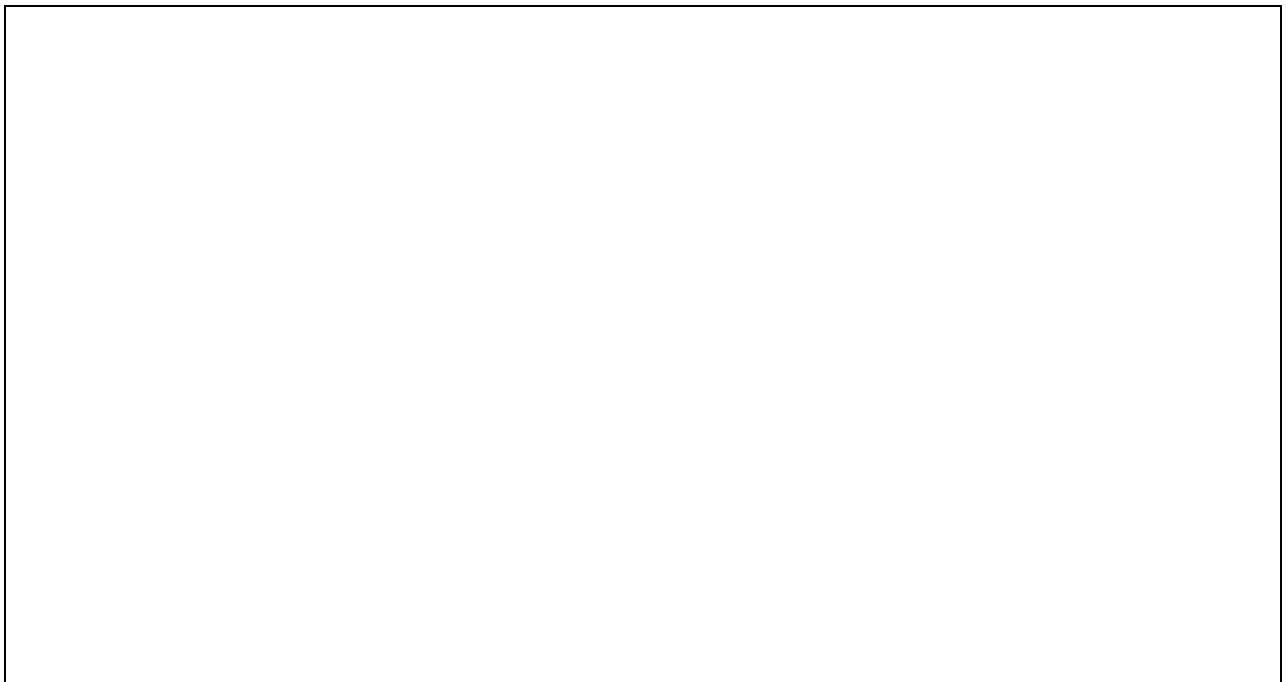
Manifesto

Art

Applied Math

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Programming

A large, empty rectangular box with a thin black border, intended for content related to Programming.