

AP/PRWR 3012 3.0 (M)	<i>Writing, Creating, & Thinking with Code</i>
Course Director:	Name: Brandee Easter Office: S305 Ross Email: bdeaster@yorku.ca ----- I'm Professor Brandee Easter (she/her), and I'm an Assistant Professor in the Writing Department. This is my dream course that I have designed from my research on creative coding. My goal is to make coding accessible to writers and other creatives because it is a flexible and powerful tool.
Time:	<i>Wednesdays, 14:30-17:30</i>
Delivery Format:	SEMINAR – in-person
Description:	<p>Have you ever thought about learning to code? Are you a writing, humanities, or LA&PS student with no previous programming experience? Have you been nervous to try coding, or perhaps tried but found it overwhelming? Or, are you a computer science or engineering student who is looking to bring more creativity to your coding? This course was designed for you!</p> <p>PRWR 3012 is an elective about the connections between coding and writing. It is a completely beginner course (no experience required) designed for students who are interested in code as a creative, artistic, and expressive tool.</p> <p>Writing and coding may seem like an unlikely pairing, but in this course, we'll explore how they are similar while gaining crucial digital literacy skills through readings, discussions, and programming exercises.</p> <p>Course Objectives Students will be able to:</p> <ul style="list-style-type: none"> • Understand the breadth of the writing act by considering the variety and depth of rhetorical activity possible in code and its surrounding discourses • Understand the roles of audience, form, style, purpose, and voice in code • Work independently and collaboratively on writing about, with, and in code to be prepared for professional writing opportunities in digital contexts • Reflect on their own writing and coding processes to develop flexible and robust digital writing practices
Historical Requirement:	NA
Requirements:	NA

<p>Reading List: (Subject to change – please check with Instructor/York Bookstore before purchasing)</p>	<p>Subject to Change:</p> <p>Montfort, et al. <i>10 PRINT CHR\$(205.5+RND(1)); : GOTO 10</i>. MIT Press, 2012.</p> <p><i>Thomas Was Alone</i>. Bithell Games. Available for PC, Mac, PS3, PS4, Vita, Nintendo Switch.</p> <p>Schiffman, Daniel. <i>Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction</i>. Elsevier, 2015.</p>
<p>Open To:</p>	<p>3rd & 4th Year PRWR Students</p>