

THE GENERATIVE PRINCIPLE IN DIGITAL MEDIA

NOTE 01. During times of preparation for the joint project

FN 15 July 2014

We distinguish the windividual projects and the wjoint project. The joint project is, in some way, the roof of the building. The individual projects are the main parts of the house: the strorys (or levels), the rooms, the connections, etc.

The joint project deals with the *general* aspects of "The Generative Principle in Digital Media". For this purpose to take on concrete forms, we must devote some time to the pursuit of the joint project. This time will be the larger part of the *kernel day*. The kernel day will be that day (still to be set) during each week of the project, when we all meet for our shared and common work.

As an aside, here is a simple calculation concerning the project's time frame. I present it to you to make you aware of how serious the university and HfK take the endeavor of the project. It constitutes the most important part of our program. The winter term starts on 1 October 2014 and ends on 31 March 2015. These exactly six months will in their entire length be the months of the project. It is not unlikely that we will even run into April 2015, or more. Almost all projects have in the past needed a bit more of time. But it is premature to speculate about this now. You must, however, set the frame of your mind to include those six months in yall your plannings. You should not think of a msajor travel or anything similar. You should think of two or three weeks of vacation, not more, during this half year.

You may collect 30 credit points for successful work in the project. (One quarter of all your points!) The 30 CP are equivalent to 900 hours of work. 900 hours, imagine! This is so because each credit point stands for 30 hours work. Now, if you take the typical workload of one week to be 40 hours (at the university it is usually more than this,, fifty is no exception), we are talking about 22 full week-loads. The year has 52 weeks, half a year has 26. So you see that just about one month, spread out over time, remains avaible for your fooling around. Be very aware of this being the general condition for your project like for any other. This sets my expectation for your work.

The 40 hours of weekly work may be split down into 8 hours of work per day, if you take weekends off, and this during the entire winter term. All this means that we have available for our work a lot of time. Full concentration on what we do, and high expectations for good results. I will not control you in any ways, but I have a feeling for what you can achieve given this amount of work.

This *quantitative* consideration should give you a feeling for the credit points. If you put in less work, you get fewer CPs. The *quality* of your work goes into your final mark.

We will establish one fixed day per week as our *kernel day*. On this day, we do everything that is needed for the project as such. We will meet on that day from 9 a.m. to 6 p.m. As the day to be chosen, I propose *Wednesday*. For me, Mondays and Thursdays are already taken by other classes. I often need Fridays for other obligations. Therefore the suggestion of Wenesday.

We will have to deal with the following issues when we meet on a kernel day:

- Individual projects: progress, problems, issues. We should do this like review sessions. You present resultss, not just ideas, and we all utter our critique.
- The Generative Principle & Digital Media: theoretical foundations & what is happening in the world (a commented bibliography on the generative principle must be produced; reviews of papers and books; current developments in software, conferences, exhibitions; Bremen events)
- Ongoing business (anything concerning administration and organization)

We may think of organizing among ourselves some concentrated work packages (call them "workshop") on a selection of special topics that touch upon what we do in a more general way:

- a workshop on the generative principle (definitely and right at the beginning)
- a workshop on aesthetics
- a workshop on algorithmic and interactive art
- a workshop on algorithmics
- a workshop on Processing
- a workshop on software design
- a workshop on interaction design

We could think of having workshops to become regular or frequent endeavors during the kernel day, like splitting the day into two parts, one for a workshop, the other one for the continuing work.

We could have workshops run by individual projects.

Our meetings on the kernel days should start with a nice breakfast, and we should together take lunch in Mensa. We should occasionally meet in the evening, and visit exhibitions.

We should definitely go on one or two excursions. In fact, I suggest that we start with an excursion to ZKM Karlsruhe on 21 and 22 October 2014 (Tuesday and Wednesday). We must agree on this now, so that I can organize it early enough.

We start into the project work on Wednesday, 15 October 2014, at 10 a.m. Perhaps only until 16 hours.

We will organize a very special event for the end of the project. Most likely, we will see and hear about the results of each individual project, discuss critically what we have done, perhaps invite others for this occasion. There will be concluding presentations and reports for each individual project, as well as a final report of the project. We should try to get some of our results into conferences, workshops, and journals.

Above all,

the project will be a highlight of your four semesters of study in Bremen. It should be joyful, serious, challenging, and critical. It should be rewarding. It should become an exceptional experience for all of us.