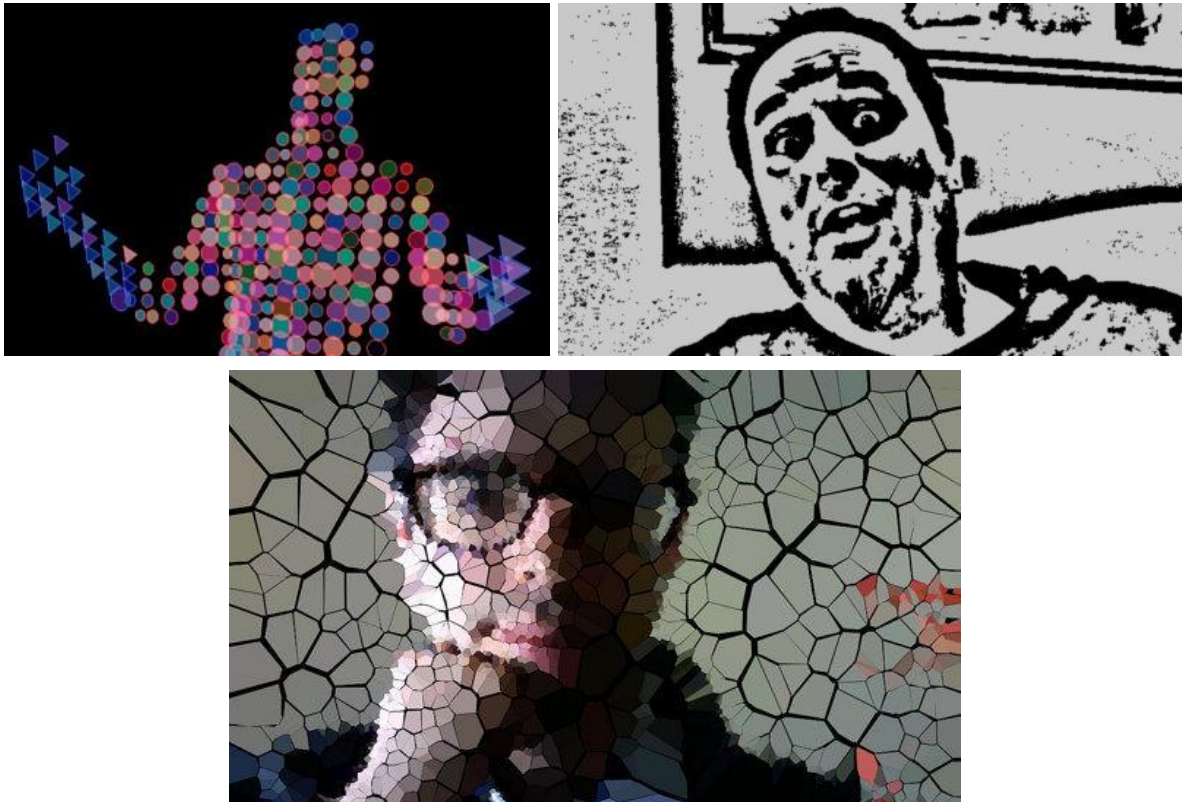


NOMA Reflections

New Orleans Museum of Art (NOMA) is partnering with Newman to curate and exhibit a body of artwork in the Newman art gallery under the theme, “Reflections.” In this project, students will use JavaScript and web cameras to create algorithmic, “digital reflections” by manipulating pixel video data with code.



REQUIREMENTS

- Manipulate video pixel data
- Use an additional library (seriously.js, block tracking, or computer vision)

EVALUATION

The following criteria are used to evaluate creative assignments:

1. **Meets Requirements:** Does the project follow directions and fulfill all aspects of the assignment? Are materials turned in on time?
2. **Correctness:** To what extent is your code free of bugs?
3. **Design and Style:** To what extent is your code written well (i.e., clearly, efficiently, elegantly, and/or logically)? To what extent is your code readable (i.e., commented and indented with variables aptly named)?
4. **Creativity:** To what extent is the project unique, inventive, and imaginative?



5. **Complexity:** To what extent does your code convey a deep understanding and mastery of computer science / Arduino concepts?
6. **Effort:** Is there evidence that you invested time and energy in the project?

PLAGIARISM

In the age of the internet, and particularly in the realm of computer programming, it is very easy to copy/paste code.

- Sharing code and building off of previous work is permissible, and even encouraged, so long as:
 - The code is open source.
 - You give proper credit by including a comment in your code with a URL or clear description of the source code. Credit is also required for “adapted” code.
 - The copied/adapted code cannot make up a substantial portion of the project.

For loops and other control structures baked into JavaScript, or any trivial functions that aren’t difficult to derive, do not need to be cited. When in doubt, ask!

