Class	AWWW - Interactive Media		
Tutor(s)	Yara Veloso y.veloso@artez.nl		
Year	2026-2027	Semester	2
ECTS	X (see OER)	Osiris Code	TBC by GDA
Date of Issue	20/08/2027	Deadline	12/10/2026
Assignment title	Scrolls		
Description	“And that word scroll, it makes me think of all the scrolls still rolled up” – Ali Smith, in Autumn (2016) We do a big part of our learning online, where anyone can post a tutorial about anything from gardening to acrylic nails. The Web embraces a DYI ethos, but it didn’t start there. The do-it-yourself attitude emerged from the countercultural movements of the late 1960s and early 1970s, exemplified by Stewart Brand's self-published book "The Whole Earth Catalog” in which he tried to extend “the power of the individual to conduct his own education, find his own inspiration, and share his adventure.” A mash-up of tutorials, tips and personal recommendations and reviews from editorial staff and readers alike, it wasn’t just a database, but a community-centred approach to consumption. Steve Jobs called it "The Internet before the Internet. It was the book of the future. It was a web in newsprint." For this assignment you will share some of your knowledge. Make a tutorial and teach the rest of the class (and who knows how many more millions) how to do something that you can do. To support your interactions, you can choose other types of media such as images, video, audio, illustrations etc… But the steps in your tutorial must be discovered through the act of scrolling the page. Remember: your page will be in motion. Think in dynamic ways about what content you want to include, in which order to add it and what it does for your story and design. Keep your editorial eye sharp and concise. Consider layout, typography, hierarchy and rhythm.		
Lesson plan / Schedule	**Week 1 28/09** Assignment Intro Tutorial Work in class **Week 2 5/10** Work in class Group Discussions **Week 3 12/10** **Presentations**		

Grading Method	P/NP
Submission Details	Deliverables - An interactive single webpage (.html file) using Javascript to trigger a narrative that reveals itself through scrolling
Reading List	- https://wholeearth.info/ - https://en.wikipedia.org/wiki/The_WELL - Liefdesbrieven van een kampbeul - En toen waren ze binnen - Frenkie de Jong - Kijken als een kenner - De Volkskrant - http://internet-atlas.net/ - https://web.archive.org/web/20200701222022/https://arroyo.jon-kyle.com/ - https://www.nrc.nl/nieuws/2022/02/14/de-kur-van-lindsay-a4088346 - https://www.nrc.nl/nieuws/2020/12/11/waarom-de-aarde-opwarmt-terug-naar-de-basis-a4023531 - https://etsg.greg.org/ - http://papertoilet.com/ - https://longdogechallenge.com/ - https://part.archi/ - https://www.nicchi.life/nicchi-by-nicchi
Learning Goals	- Working process: prototyping and problem-solving - Editorial design: typography, hierarchy - Interaction: use of scroll event to “show” rather than “tell”
Assessment Criteria	- Demonstration of active and consistent engagement in class activities and discussions. Evidence of curiosity, willingness to ask questions, engage with peers and persistence when encountering difficulties. - Demonstration of using newly acquired skills to experiment, test ideas, and work through multiple iterations. Evidence of taking risks and arriving at new outcomes - Demonstration of reflection, awareness of visual and conceptual decisions made throughout the process. Demonstration of the ability to look critically at own work and articulate what works and why.
Assessment & Feedback	Students who lack the required attendance rates, miss the deadline and/or fail assignment(s) may be required to complete a Task (or resit the whole semester) to demonstrate that learning outcomes have been achieved and ECTS can be obtained.
Curriculum Competencies	See OER.