Class	Interactive Media		
Tutor(s)	Kirsten Spruit (K.Spruit@ArtEZ.nl)		
Year	2026–2027	Semester	1
ECTS	X (see OER)	Osiris Code	TBC by GDA
Date of Issue		Deadline	30/11/2026
Assignment title	Time: website as clock		
Description	What if a website wouldn't be available to us 24/7, but instead would have opening hours like a physical store? What if it looks entirely different depending on when you visit it? What if it has more modes beyond light and dark mode? For this assignment you will make a webpage that changes throughout the day or week. It may reveal or hide elements at certain hours, change in style, or not "working" on the weekend. As a starting point think of a process or cycle or something of interest that follows a daily or weekly schedule, for instance a daily routine, a habit, or a natural phenomenon. How could a website visually reflect this process or cycle? What changes will occur and when? You will be using Javascript to create a clock script that tells the time and triggers different time-based conditions using if statements. You can use the basic time boilerplate to get started. Tip: Use the adding and removing of a class in the script to make styling modifications more easily done through CSS.		
Lesson plan / schedule	Week 1 26/10 Assignment introduction Week 2 02/11 How to make a time-specific website 101 (tutorial) Work in class Week 3 09/11 How to make a time-specific website 102 (tutorial) Work in class Week 4 16/11 (I N H A L E) Week 5 23/11 Work in class Group discussions Week 6 30/11 Finalise in class Presentations		
Grading Method	P/F		
Submissions Details	Deliverables - A webpage (.html file) using Javascript to schedule and trigger different time-based conditions, and through these show a daily and/or weekly routine/ process		

Reading List	- https://www.unixtimestamp.com/ - https://waitingforjune.com/ - https://laurelschwulst.com/e/internet-onion/ - https://laurelschwulst.com/e/seasons-in-pentameter/ - https://radioamnion.net/ (by Marie Otsuka & Minkyoung Kim) - https://whitney.org/artport/sunrise-sunset
Learning Goals	- Further learning how to combine HTML, CSS and Javascript to create a dynamic website - Working process: prototyping, problem-solving and iterating - Interaction: use of time to trigger transformations/different versions of a website
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