

# **ART 2020**

## **Digital Tools and Technologies for Creative Practices**

Fall 2025

Kyla Crawford

[Kyla.Crawford@unt.edu](mailto:Kyla.Crawford@unt.edu)

Office Hours: by appointment through zoom.

**Course Meeting Days/Time:**

**Section 001 Mon/Wednes 11:00am -1:50pm Room 338**

**Section 008 Tues/Thrus 5:00-7:50pm Room 338**

### **Course Description:**

ART 2020 Digital Tools and Technologies for Creative Practices, 3 (0,6). Introduces students to digital artmaking and communication for art environments, social media, interactive media, and 2D/3D digital fabrication technology.

Using digital tools, including Adobe Creative Cloud applications, and open-source software. Students achieve competency in basic contributions to digital image culture using various technologies both in application and process.

**Course Prerequisite(s):** Two of the following: ART 1600, ART 1700, Art 1800, Art 1900

### **Course Structure**

This course is taught in-person or a face-to-face learning method. ART 2020 Digital Tools and Technologies for Creative Practice is 3 (0,6). Therefore, there is no lecture. This course emphasizes hands-on learning activities and demonstrations. Teaching and learning activities and assignments are designed to help students learn how to use digital tools and technologies to create digital arts and have a deeper understanding of creative practice through making. Full attendance and participation in class activities are vital. Students are expected to attend and participate in course activities at least 80%. Students are also required to spend 1-2 hours preparing for class activities and complete assignments.

### **Course Goals**

- Students who complete this course successfully will be able to:
- Demonstrate basic knowledge of visual arts, design, and culture using Adobe Creative Cloud applications and other digital tools.
- Demonstrate knowledge of image-making and digital fabrication using open-source/web-based platforms.
- Develop a wider understanding of the use of digital fabrication within art and design practice.
- Produce images and objects for artmaking, Digital Tools Showcase, social media and for the creative economy.
- Discuss the history of computing and its applications by artists and designers.
- Work both individually and collaboratively to produce works and projects that ask critical questions about the role of technology within art and design.
- Research and present upon readings based on digital visual culture and creative communities.

## Required Texts

1. Adobe Creative Cloud Tutorials: All Your Tools, creative cloud for new users. [link](#)
2. 2021: An introduction to techniques, practices, and tools in the Fabrication Labs [link](#)
3. Other PDF readings will be posted to canvas as needed.

## Materials and Equipment

*Students are required to use tools and technologies in the CVAD computer labs and Fabrication labs.*

- **Computer**

Mac computers are available in the classroom and computer labs.

- **An External hard drive or flash drive 64GB minimum for Mac computer and Personal Computer (PC)** because students will also use a computer in the CVAD Fabrication Labs.

- **A Wacom Tablet**

Students can check out equipment such as a Wacom Tablet from the College of Visual Art and Design Service Desk: [Link](#)

- **Software**

Adobe Creative Cloud applications: 1) Photoshop. 2) Illustrator, 3) InDesign, or open-source equivalent

- **Materials needed to complete individual projects**

- Laser materials i.e. acrylic, wood, papers like cardboard or matboard, fabric, or leather
- Photos, and material to scan
- Sketchbook/ notebook/ digital equivalent
- Selected UNT Online Library Texts
- \$70 toward fabrication costs and printing costs

Note: According to the CVAD announcement in January 2024, Adobe Creative Cloud is available to students to purchase at a heavily discounted price. The price of a student subscription through our program is \$53(+\$5.55 processing fee). The subscriptions will be valid for the full 2023-2024 Academic Year, through August 31st. On or before August 1st, they will have the option to renew their subscription for the same price for the 2023-2024 Academic year. Further details and the option to purchase a subscription is available here: [Adobe Suite](#). This offer is only available to students. A subscription to Adobe Creative Cloud allows for on and off-campus use of all the applications: on UNT or personally owned laptops, as well as on the remote lab computers.

If a student is currently paying for a subscription through Adobe (\$239-\$359 per year) but would like to take advantage of the lower cost of a subscription through this program: they are eligible to cancel an existing subscription without an early termination fee or further obligation once they have purchased a subscription through our program. They must contact Adobe Customer Care within fourteen days of purchasing this subscription to inform Adobe of their wish to opt-out of an existing subscription in order to have the early termination fees waived. Adobe will not provide a refund, however – only the months left on the current subscription will be cancelled. We are not able to process the opt-outs on their behalf. The subscription they would be opting out of is an agreement between the student and Adobe. The subscription through our program would be a new subscription, not an extension of the current subscription.

Adobe Customer Care can be reached by phone at 1-800-833-6687, you may also visit their support [website](#) and talk to someone via chat. Please contact the representatives at [untadobe@unt.edu](mailto:untadobe@unt.edu) if you have any further questions.

**IMPORTANT:** Occasionally, the artwork or other materials you view in class may contain nudity or violence. These are included for educational purposes and are an important part of the larger concepts communicated in this course. Content in the arts can sometimes include works, situations, actions, and language that can be personally challenging or offensive to some students on the grounds, for example, of sexual explicitness, violence, or blasphemy. The College of Visual Arts and Design is devoted to the principle of freedom of expression, artistic and otherwise, and it is not the college's practice to censor these works or ideas on any of these grounds. Students who might feel unduly distressed or made uncomfortable by such expressions should withdraw at the start of the term and seek another course.

### **Course Structure**

As a studio-based course, students will be expected to prepare for assignments and work during class time. Class time will be split between lectures, workshops, and independent studio time. **The class will include critiques, technical demonstrations, and class discussions in preparation and at the completion of course projects.** This course will use readings and video tutorials to introduce technical concepts in digital imaging processes and may feature out-of-class trips or guest lecturers by visiting artists where students can witness the impact of computer-generated images and objects within creative communities. **Because our course has students with a diverse body of knowledge and skill-level in the art, design, and media, students should expect to revisit course readings and video tutorials both during in-class studio time as well as outside of our class time.** All projects are designed to be implemented in diverse ways so if a student feels more advanced the student can pursue a project that is a little more ambitious while also considering the time-commitment that will be required to complete the project. Some class sessions will be dedicated to independent studio time for completing class projects and/or critique as directed by the instructor. Students should use the Student Computer Lab in ART 375 (3rd floor-North Pavilion) to complete projects outside independent studio time in class.

### **Time Expectations & Credit Hours**

This is a 3 credit hour art course at CVAD, please expect to spend 6-12 hours/week on this class (*in-person sections meet for ~6 hours/week, with 3-6+ hours/wk for outside of class work*). Please note that the time requirement varies across the semester, but an average of 6 hours a week is the minimum expected to receive credit for the course.

### **Assignment Breakdown**

**Major Course Assignments (order of Major Assignments susceptible to change)- 100 points. Students will pick a theme/ concept that they will use as a base for their assignments.**

#### **1. "Paper" Doll**

Using materials and a vector-based program they will create a unique "paper" doll based on the research done at UNT Special Collections. Students will be inspired by paper, but the doll and its accessories may be made from any material: acrylic, wood, paper, magnets, vinyl etc.

#### **2. Material Laser Cut Design**

Students will design artwork using vector-based programs and combine two materials into one cohesive piece. Students will create their file to cut and etch at least one material with the laser. Your file must be checked by the instructor and in an .AI file format for our machine.

#### **3. Repeated Pattern**

Students will design a repeat pattern in Photoshop that is then printed onto paper using the large format printer. Students will order an object to print their pattern using a print on demand website. Optionally, to print it on fabric using the Fab Lab, students can also add embroidery to your printed fabric.

#### **4. Zine**

Students will choose a topic that is near and dear to their heart. To create a zine about that topic using the riso machine, making 5 copies. Students will research their topic to write the content of their zine, create imagery and combine elements in InDesign. Then they will take their layout and prepare the color channels in Photoshop for the Riso.

#### **5. 3-D Print a Wearable Art Piece**

Students will create a wearable art piece that explores your theme. Learn 3D modeling to create a wearable piece and print the necessary elements to create your piece. It has to be able to be worn on the body and you may have to combine your prints with other materials.

#### **6. Individual Critiques -100 pts per meeting**

Students will meet with the instructor twice during the semester to talk about their work and progress in the class. Students will package images and thoughts into a slide show or a digital folder for us to discuss. This will be done round the midterms and before our last critique.

**For this semester you are expected to have a budget of \$70 for the semester which will be divided amongst your various assignments. Some of which will be test prints. Be prepared to make more than one test print.**

#### **Studio Coursework**

Your major assignments will be where you apply some of the concepts you learn about from the readings, activities, warm-ups, and planning. While you will receive parameters for each of your major assignments, you will have significant leeway in how you choose to respond to them. As such, a portion of your grade for each of these assignments will depend on your choice of appropriately challenging subject matter. The remainder of your grade will depend on how well you meet the technical and conceptual challenges you have set out for yourself. You are not expected to be an expert in this class, but to grow your technical and conceptual abilities over the semester.

#### **Studio Participation- 10 points a day**

Your studio participation is an extremely important component of the class and a significant part of your overall grade. You will earn participation grades based on your completion of the following expectations: Coming to class meetings on time and with your supplies, being prepared to discuss materials from your online coursework, completing other occasional homework, and actively participating in class discussions, group activities and critique.

#### **Participation Disclaimer**

As a student in this course, you agree to participate actively as a civil, respectful, and supportive member of an inclusive learning environment for all. Students are encouraged to take risks. Risks such as emailing an image of a bear cub to your instructor in an email labeled "bear cub" and not disclosing this to others. We encourage students to speak to faculty or to an advisor about any concerns they may have about classroom participation and classroom dynamics. As an active member of this classroom, you will be evaluated based on your attendance, participation in workshops and discussions, and feedback during critiques.

## **Class Attendance**

Class attendance is a requirement and use of the full class period is expected. You will be allowed **three** sick, personal, physical, or mental health days without grading consequences. It is up to your discretion how you use these three days. Being late to class three times or leaving class early three times will count as an absence. 15 minutes late to the start of class will constitute a tardy. Leaving class before being dismissed by your professor will constitute an early departure. A 4th absence will result in the lowering of your final grade by one letter grade. Absences, tardiness and/or early departures beyond this could result in course failure. If a serious medical or personal situation occurs affecting attendance, please discuss it with your professor. A student who misses classes or other required activities, including examinations, for the observance of a religious holy day should inform the instructor as far in advance of the absence as possible, so that arrangements can be made to complete an assignment within a reasonable time after the absence. If you are feeling ill and concerned about your health and others please seek medical attention from the Student Health and Wellness Center. [Link Here](#)

## **Late Work**

Later work will be marked down 10% each day that it is late. All work turned in after the deadline will receive a grade of zero unless the student has a [university-excused absence](#) and provides documentation within 48 hours (about 2 days) of the missed deadline. You may ask to resubmit an assignment for a better grade. You will have a week to edit and resubmit your assignment through canvas before it counts as late.

## **Extra Credit**

There is no guaranteed extra credit in this class.

## **Course Grading**

You are not expected to be an expert in this class, but to grow your technical and conceptual abilities over the semester. For each assignment, a portion of your grade will depend on your choice of appropriately challenging subject matter. The remainder of your grade will depend on how well you meet the technical and conceptual challenges you have set out for yourself.

The following shows how your final grade will be weighted:

**100 points each Major Assignments and Individual Critiques**

**50 points each Samples/ Planning**

**30 points each Documentation of Major Assignments/ other activities**

**15 points each Digital Consumption Journals**

**10 points a day- Participation/ Class Attendance**

## **GRADING**

A = Excellent (100-90%)

B = Above Average (89-80%)

C = Average (79-70%)

D = Inferior (69-60%) [passing but not necessarily satisfying degree requirements]

F = Failure (59% or below)

Student's performance is evaluated based on their visual, written, and oral demonstration of the practices and concepts acquired during this course. Your participation in class critiques will also affect your project grade. Late work will be graded down one letter grade per class period. **Work later than one week will not be accepted and will receive the grade of F.**

### **Course-Specific Support or Supplementary Instruction**

There are several resources available for free at the University, including the UNT Writing Lab, the UNT Factory, free tutors at the Learning Center, academic coaching, and more. For a complete list visit: [Here](#)

For this class, here is a list of resources that will help you succeed:

*LYNDA.com:*

- Photoshop CC 2017 Essential Training: The Basics Photoshop
- CC Introduction to Photo Compositing
- The Art of Photoshop Compositing
- Illustrator CC 2017 Essential Training
- List of on campus sites of digital fabrication
- Fab Lab (located in CVAD building)
- The Spark Learning Center (located in Willis Library) the library requires training for their machines
- CVAD Student Computer Lab

### **Plagiarism**

Plagiarism is the unauthorized use or close imitation of someone else's original work or ideas, and it will not be tolerated. Effort should be made to change images made by others so that they will not be construed as "borrowed" or "stolen." Work that is plagiarized will not be accepted and will result in a failing course grade and/or expulsion from the University. Also, if you submit work in this class completed in, for another class, or with collaboration from another student not enrolled in this class, this will be considered plagiarism. No double dipping! The issue of plagiarism becomes murky regarding digital media. There may be instances where we will be sampling and/or mining content from the web. You will know when this is acceptable, and if you have a question or are unsure -- just ask for feedback from your professor!

### **AI Usage**

Generative AI (GenAI) is a program where people give the program prompts, the program then generates written, visual, and/or audio responses to that prompt. I.E. Chat GPT or Midjourney. In this course, the use of GenAI tools is limited as directed by the instructor. Any additional use requires explicit permission, proper citation, and authentic student work. Students can use AI for ideation, and limited creation. All AI usage must be cited and work shown by providing prompts that were given to get their outcome.

### **American Disability Act**

The College of Visual Arts and Design is committed to full academic access for all qualified students, including those with disabilities. In keeping with this commitment and to facilitate equality of educational access, faculty members in the College will make reasonable accommodations for qualified students with a disability, such as appropriate adjustments to the classroom environment and the teaching, testing, or learning methodologies when doing so does not fundamentally alter the course. If you have a disability, it is your responsibility to obtain verifying information from the Office of Disability Accommodation (ODA) and to inform me of your need for accommodation. Requests for accommodation must be given to me no later than the first week of classes for students registered with the ODA as of the beginning of the current semester. If you register with the ODA after the first week of classes, your accommodation requests will be considered after this deadline. Grades assigned before accommodation is provided will not be changed. Information about how to obtain academic accommodations can be found in UNT Policy 18.1.14, at [www.unt.edu/oda](http://www.unt.edu/oda), and by visiting the ODA in Room 321 of the University Union. You also may call the ODA at 940.565.4323.

## **Sexual Discrimination, Harassment & Assault**

UNT is committed to providing an environment free of all forms of discrimination and sexual harassment, including sexual assault, domestic violence, dating violence, and stalking. If you (or someone you know) has experienced or experiences any of these acts of aggression, please know that you are not alone. The federal Title IX law makes it clear that violence and harassment based on sex and gender are Civil Rights offenses. UNT has staff members trained to support you in navigating campus life, accessing health and counseling services, providing academic and housing accommodations, helping with legal protective orders, and more. UNT's Dean of Students' website offers a range of on-campus and off campus resources to help support survivors, depending on their unique needs: [http://deanofstudents.unt.edu/resources\\_0](http://deanofstudents.unt.edu/resources_0). UNT's Student Advocate she can be reached through e-mail at [SurvivorAdvocate@unt.edu](mailto:SurvivorAdvocate@unt.edu) or by calling the Dean of Students' office at 940-565- 2648. You are not alone. We are here to help.

## **Emergency Notification & Procedures**

UNT Emergency Guide: <https://emergency.unt.edu/about-us>

UNT uses a system called Eagle Alert to quickly notify students with critical information in the event of an emergency (i.e., severe weather, campus closing, and health and public safety emergencies like chemical spills, fires, or violence). In the event of a university closure, please refer to the course management system for contingency plans for covering course materials.

## **Student Evaluation Administration Dates**

Student feedback is important and an essential part of participation in this course. The student evaluation of instruction is a requirement for all organized classes at UNT. The survey will be made available during weeks 13 and 14 of the long semesters to provide students with an opportunity to evaluate how this course is taught. Students will receive an email from "UNT SPOT Course Evaluations via IASystem Notification" (no-reply@iasystem.org) with the survey link. Students should look for the email in their UNT email inbox. Simply click on the link and complete the survey. Once students complete the survey they will receive a confirmation email that the survey has been submitted. For additional information, please visit the spot website at [www.spot.unt.edu](http://www.spot.unt.edu) or email [spot@unt.edu](mailto:spot@unt.edu).

## **Student Support Services**

UNT provides mental health resources to students to help ensure there are numerous outlets to turn to that wholeheartedly care for and are there for students in need, regardless of the nature of an issue or its severity. Listed below are several resources on campus that can support your academic success and mental well-being:

- Student Health and Wellness Center  
(<https://studentaffairs.unt.edu/student-health-and-wellness-center>)
- Counseling and Testing Services  
(<https://studentaffairs.unt.edu/counseling-and-testing-services>)
- UNT Care Team (<https://studentaffairs.unt.edu/care>)
- UNT Psychiatric Services  
(<https://studentaffairs.unt.edu/student-health-and-wellness-center/services/psychiatry>)
- Individual Counseling  
(<https://studentaffairs.unt.edu/counseling-and-testing-services/services/individual-counseling>)

**Other student support services offered by UNT include:**

- Registrar (<https://registrar.unt.edu/registration>)

- Financial Aid (<https://financialaid.unt.edu/>)
- Student Legal Services  
(<https://studentaffairs.unt.edu/student-legal-services>)
- Career Center (<https://studentaffairs.unt.edu/career-center>)
- Counseling and Testing Services  
(<https://studentaffairs.unt.edu/counseling-and-testing-services>)
- UNT Food Pantry  
(<https://deanofstudents.unt.edu/resources/food-pantry>)

#### **Academic Support Services**

- Academic Resource Center  
(<https://clear.unt.edu/canvas/student-resources>)
- Academic Success Center (<https://success.unt.edu/asc>)
- UNT Libraries (<https://library.unt.edu/>)
- Writing Lab (<http://writingcenter.unt.edu/>)
- MathLab (<https://math.unt.edu/mathlab>)

#### **Course Risk Factor**

According to University Policy, this course is classified as a category two course. Students enrolled in this course will not be exposed to any significant hazards and are not likely to suffer any bodily injury. Students will be informed of any potential health hazards or potential bodily injury connected with the use of any materials and/or processes and will be instructed how to proceed without danger to themselves or others.

#### **Disclaimer**

The instructor reserves the right to make modifications to the course schedule, assignments, and information throughout the semester.

## **STUDENT SYLLABUS ACKNOWLEDGMENT**

### **ART 2020: Digital Tools and Technologies for Creative Practices**

Professor: Kyla Crawford

I \_\_\_\_\_ acknowledge that I have read the course syllabus for **ART 2020: Digital Tools and Technologies for Creative Practices**. I understand the course structure, grading, attendance policies, as well as the risk factor rating. I hereby agree to the syllabus and its provisions.

**STUDENT NAME: (Please print)**

---

**STUDENT SIGNATURE:**

---

**DATE:** \_\_\_\_\_

NOTE: this syllabus acknowledgement may be completed online in the course Canvas. A link will be provided in the relevant module.

## Course Schedule & Calendar

### ART 2020: Digital Tools and Technologies for Creative Practices(Fall 2025)

University of North Texas, College of Visual Arts & Design

Room 338

Instructor: Kyla Crawford

#### COURSE CONTENT & SCHEDULE

The course schedule reflects expected class progress in course subject matter and is considered tentative. The course schedule is subject to change in content and scope at the Course Instructor's discretion. Any changes will be announced in class and via canvas.

WEEK	MODULE	CONTENT	ASSIGNMENTS	DUE DATES /NOTES
Week 1 8/18- 8/22  *Last Day to Add 8/22	<b>Introducti on</b>	1.Hello, appellations and pronouns, syllabus, 2. Raster vs. Vector, how to be kind to yourself and work smart, workflow, Theme worksheet, fill out wavers, and paperwork for the labs required for this course, Intro to Photoshop	Theme worksheet Fill out Wavers Paperwork for Labs	Due Sun
Week 2 8/25-8/29  *Last Day to Drop without W 8/29	<b>Photoshop Introduction And Patterns Repeat</b>	1. Digital Consumption Journal and artist research, intro to and practice with photoshop, Photo editing and montage 2. Intro to Pattern repeat, sketch out ideas, What is IADS? mood board	Digital Consumptions Journal Artist Research Photo editing and Montage Pattern Moodboard	Due Sun
Week 3 9/1-9/5  <b>Mon no class Labor Day 9/1</b>	<b>Patterns Repeat Visit to TFC</b>	1. Digital Consumption Journal and artist research, Visit TFC to research pattern in garments, mood, workday, individual check in and feedback 2.Workday, test print and print prior to critique day, Wacom Recommended	Digital Consumptions Journal Artist Research	Due Sun

		<i>Mon no class Labor Day 9/1</i>		
Week 4 9/8-9/12	<b>Pattern Critique Intro to Illustrator</b>	1. Digital Consumption Journal and artist research, Pattern Critique artwork must be printed prior to the start of class 2. What is a Vector, intro to illustrator and vector-based software, practice pen tool, image trace and blob brush need Wacom	Digital Consumptions Journal Artist Research Pattern Critique Pen tool Practice Blob Brush and Image trace	Pattern Critique Mon/Tues Due Sun
Week 5 9/15-9/19	<b>Illustrator Practice Visit Special Collections Paper Dolls</b>	1. Digital Consumption Journal and artist research, continue illustrator practice Visit Special Collections, Intro to paper doll and research 2. Sketch out ideas, and think about the engineering of the paper doll, Workday, individual check in and feedback	Digital Consumptions Journal Artist Research Paper Doll Planning	Due Sun
Week 6 9/22-9/26	<b>Paper Dolls In progress Critique</b>	1. Digital Consumption Journal and artist research, workday 2. Workday, individual check in and feedback, practice print and assemble doll Small group critiques on dolls	Digital Consumptions Journal Artist Research Paperdoll In progress Criques	Due Sun
Week 7 9/29-10/3	<b>Paper Dolls Zine</b>	1. Digital Consumption Journal and artist research, Workday, fix issues with Dolls, print using print services (high quality and better paper) individual check in and feedback 2. Paper Doll Critique artwork must be printed prior to the start of class, Intro to Zine	Digital Consumptions Journal Artist Research Paper Doll Critique	Paper Doll Critique Weds/Thurs Due Sun
Week 8 10/6-10/10	<b>Individual Midterm Crit Zine Riso</b>	1. Individual Midterm Crit, Journal and artist research, In Design, Riso Demo, Zine research 2. Prep Files for Riso, Paper types, workday, individual check in and feedback	Digital Consumptions Journal Artist Research Zine research	Individual Midterm Crit due day of sign up Due Sun
Week 9 10/13-10/17	<b>Zine Critique</b>	1. Journal and artist research, Workday, individual check in and feedback	Digital Consumptions Journal	Zine Critique Due Weds/Thurs

		2. Zine Critique, Zines must be printed prior to the start of class	Artist Research	Due Sun
Week 10 10/20-10/24	<b>Laser 2 materials</b>	1. Journal and artist research, Material Laser Cut Design intro 2. Review of fab lab rules and expectations, Workday, Planning, and material choices individual check in and feedback	Digital Consumptions Journal Artist Research Laser Artwork Planning	Due Sun
Week 11 10/27-10/31	<b>Laser</b>	1. Digital Consumption Journal, Workday, individual check in and feedback, Demo Laser in Fab Lab. 2. Workday, individual check-in and feedback. Laser File check	Digital Consumptions Journal Laser File Check	Due Sun
Week 12 11/3-11/7  *Last Day to Drop with a W 11/7	<b>laser</b>	1. Workday, individual check in and feedback 2. Material Laser Cut Design Critique, Artwork must be ready to present prior to class, Intro to 3D Wearable	Laser Artwork Critique	Laser Artwork Critique Due Weds/Thurs Due Sun
Week 13 11/10-11/14	<b>Module 3D</b>	1. 3D model sample, How to measure, and measure the body, Workday, individual check in and feedback 2. 3D resin printer Demo, fab lab, Workday, individual check in and feedback	3D sample Wearable Planning	Due Sun
Week 14 11/17-11/21	<b>Wearable</b>	1. Workday, individual check in and feedback, 2. Workday, individual check in and feedback		
Week 15 11/24-11/28	<b>No Class Thanksgiving Break</b>	Thanksgiving Break No Class		

<p>Week 16 12/1-12/5 FINALS *Reading day = 12/5 (no new material 12/5 and after)</p>	<p><b>Wearable Individual Critique</b></p>	<p>1. Workday, individual check in and feedback, 2. Workday, individual Critique and feedback,</p>	<p>Individual Final Critique</p>	<p>Individual Final Crit due day of sign up</p>
<p>Finals Week 12/8-12/12</p>	<p><b>Wearable Critique</b></p>	<p><b>Wearable Group Critique</b></p> <p><b>Last Day to turn in any work or resubmit is 12/10<sup>th</sup> by midnight</b></p>	<p><i>Wearable Final Critique</i></p>	<p>Due Mon/Tues</p>