



Creative Computing

Studio
(Spring 2014)

This is a different kind of capstone class. We will do projects that explore creative expression using computing. While another section looks at games, this section will work with projection, sensors, and mobile technologies. You will draw on the skills you have learned in your other classes for implementation but you will problem-solve in different ways.

We draw on expertise and practices in art, communications, music, and computer science. In parallel with the projects, discussions, a few lectures, demonstrations of collaborative projects created by faculty to frame and reflect upon the nature of technology-based art. Students are expected to keep up with assigned reading and contribute actively to our discussions.

This semester, we will explore some of ICAT's new facilities, some international collaborations that I have initiated during my sabbatical this Fall at Aarhus University in Denmark, and a couple of classes in SOVA. We are aiming to make use of the large outdoor nightly projection wall and perhaps, the multi-screen Cube. From Aarhus University and other international art and technology collaborators, we will try out and re-purpose site-specific web and mobile art work. All of this is intended to offer an alternative view of working with digital technology and help you think differently. (Many of the computer scientists there are in the Department of Aesthetics and Communication, if that gives some hint of the different ways they approach CS.) And we will explore project possibilities with the advanced digital video class and the installation art class.

