



Creative Computing

This is a different kind of capstone class. We will do projects that explore creative expression using computing. This section will work with projection, sensors, and mobile technologies. There will be a few sketch projects and one large semester project.

You will use the skills you have learned in your other classes and on your own 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.

I am looking for motivated, creative students with a variety of backgrounds. I expect commitment to the exploration of ideas as well as professional, well-built software and installations. The semester projects will be shown publicly at ICAT Day in the Moss Art Center. Some may go on to other venues: In Spring 2015, two of the projects were accepted for presentation at the art show that accompanied ACM Aarhus Decennial Conference in Denmark; in 2006, one project was featured at the SigGraph Art Show. This, year, we may get a project or two into the Creativity & Cognition Art Show in San Diego in June.

This section focusses more on art; Aisling Keliher's section will focus more on design and interdisciplinary collaboration.



CS 4644

W 2:30-5:15
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