

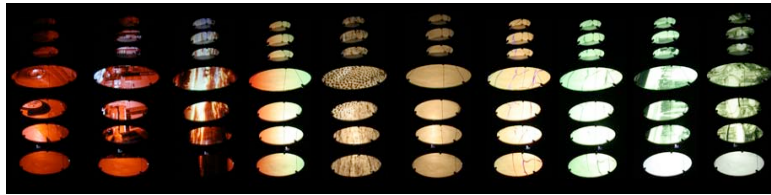
ART + ENGINEERING?  
MUSIC + NARRATIVE?  
DIGITAL MEDIA + SCULPTURE?  
REAL + VIRTUAL?



# Creative Computing

Studio  
(Spring 2010)

This is a project-based class. It is an intensive immersion in different approaches to digital art. Its primary goal is teach multi-disciplinary collaboration. It is a studio class: students work in teams (some as small as pairs, some as large the entire class) to develop a series of projects. There will be five short projects (usually two weeks in duration) in assigned groups. The groupings will expose students to each other so that the final, bigger project can be carried out in self-organized teams.



Final projects will use multiple projectors, multiple speakers, computers, and sensors.



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.

Because of its cross-disciplinary focus, students coming from different backgrounds will acquire different skills and knowledge. Of course, all should gain an insight into the differences in values, legitimate forms of rhetoric, aesthetics, and problem-solving approaches of art, science, design and engineering. Some specific examples are:

- Engineering students: holistic problem-solving (as contrasted with hierarchically decomposed problem-solving), public project presentation, a recognition of the aesthetics of engineering
- Art students: engineering project processes, hierarchically-decomposed problem-solving, systems thinking
- Design students: art processes, critical stance
- Music students: engineering project processes, systems thinking
- Communication students: hierarchically-decomposed problem-solving, systems thinking
- Science students: "satisficing", design review, a sense of aesthetics



Class is CS 4644, or Art 4534 (CS majors should sign up using the CS course, Art using 4534. All other majors, whichever fits graduation needs best.) For more information contact Steve Harrison [sHarrison@vt.edu](mailto:sHarrison@vt.edu) or Simone Paterson [simpat@vt.edu](mailto:simpat@vt.edu)

**TUESDAY/THURSDAY 3:30-6:15**  
**FIRST CLASS MEETING @ DIGITAL ART AND ANIMATION STUDIO** (behind the UPS Store on Main Street)

C<sup>2</sup>T<sup>A</sup>/D

**Collaborative for Creative  
Technologies in the Arts and Design**