Introduction to Computing and the Arts

Course Description
This introductory course will explore computation as an artistic medium, with creative approaches to computer programming as the central theme. Through readings, viewings, group discussion, labs, projects, critiques, and guest artist / researcher presentations, we will examine a range of computational art practices, while developing a solid foundation in basic computer programming approaches and techniques.

What: CSC 106: Introduction to Computing and the Arts
When: Spring 2008: Tues / Thur 1:00 - 2:50
Where: Digital Design Studio
Seelye Hall B3 / Smith College
Who: Jointly developed and team taught by
Eitan Mendelowitz - Computer Science
Thomas Ciufo - Arts and Technology
Info: for more info, please contact Thomas Ciufo
tciufo@smith.edu