CSC/ART 350 – Computing for Interactive Arts Capstone I

1. CSC/ART 350 – Computing for Interactive Arts Capstone I

2. credit units 2 contact hours 4

3. Course Coordinator: Zoë Wood

4. Textbook (or other required material): None

5. a. Course Description:
Definition and specification of a team-based creative collaboration on a digital interactive art project (e.g. animation, video game, interactive media display, etc). Research and techniques, project planning and project team organization, prototype creation. 1 lecture, 1 laboratory. Crosslisted as ART/CSC 350.

b. Prerequisite: ART 384; CSC/CPE 103 or CSC/CPE 202; and junior standing.

c. Required/Elective/Selective Elective for CPE, CSC, EE, SE

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6. a. Course Learning Objectives
The student will be able to:
- Construct a proposal for a project that explores interactive art from both a technical and creative perspective.
- Articulate and present effectively various projects in the interactive art fields.
- Assess the extent of what can be reached through coding and visual communication in the creation of an interactive project (project’s constraints/limitations).
- Employ the correct strategy and compromises needed to complete the project (find solutions considering the constraints/limitations assessed in prior phase).
- Critically analyze issues from different perspectives and communicate them effectively to the team environment.
- Demonstrate evidence of a consistent and continuous exploration of alternatives.
- Explain the design process: from identification of need to idea/concept generation (in order to fulfill such need), to specification of realization’s method.
- Employ an efficient workflow when creating and modifying a digital project.
b. **Level at which Student Outcomes are addressed**
   (“B” = Basic level, “I” = Intermediate level, “A” = Advanced level)

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7. **Major Topics Covered: (number of lecture hours per)**
   - Audience assessment (1 hour)
   - Ideation and conceptual frameworks for interactive media work (3 hours)
   - Assessing constraints and feasibility, as well as alternatives (2 hours)
   - Assessing and critiquing action plans (2 hours)
   - Mocking a project (2 hours)