

## **A e s t h e t i c   C o m p u t i n g**

**SPRING 2002: CIS 4930 or CIS 6930 (Special Topics: Aesthetic Computing)**  
**MWF 7**

**IDEAL PRE-REQS: Simulation, Graphics**

### **Course Description:**

Principles of artistically-motivated, personalized representations of formal model structures in computing and mathematics

### **Programmatic Considerations:**

A required course for the graduate MS Digital Arts and Sciences (DAS) student, and optional for BS DAS Student.

### **Course Content Overview:**

Regular and Guest Lectures, Student Presentations

### **Prior CIS 6930 Course Syllabus:**

<http://www.cise.ufl.edu/~fishwick/cap6836> (taught twice in Spring 2000 and Spring 2001)  
(Printed web materials are attached)

**Text:** Required notes and papers (purchased at copy center)

### **Grading:**

Homework and Projects involving both physical and software deliverables  
Class presentations

### **Course Topics:**

1. Connections and bridges between the arts and computing disciplines
2. Aesthetics and perception
3. History of language and communication
4. Semiotics: the theory of sign formation
5. Making connections: computational methods of analogy and metaphor, morphisms
6. Static and dynamic model structures in mathematics and computing
7. Methods of production as applied to formal modeling