Aesthetic Computing

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