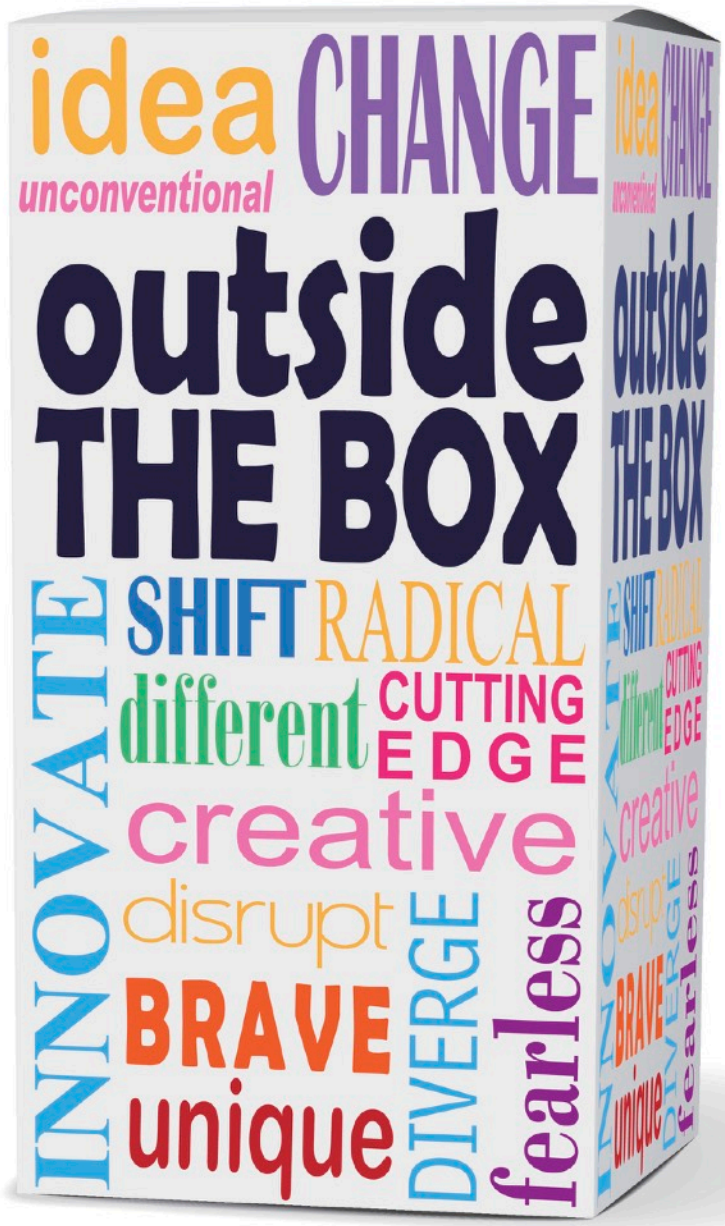

ARTP 270
Computational Creativity (ACE 7)
Summer 2022 ONLINE
8-Week Session May 16 - July 8

Combine creative (flexible, imaginative, divergent) thinking and computational (logical, methodical) thinking in fun and unexpected ways to become more creative and more effective in your work. Engage in a variety of thought-provoking creative thinking exercises (including games, thought experiments and working with a camera), develop your collaborative and process skills such as communication, persistence and play, and design a solution to a real-life problem (large or small).

By taking this course you'll become a more powerful problem-solver in any discipline. You'll experience first hand that creative thinking is not just for artists and computational thinking is not just for computer scientists. **You'll equip yourself to compete** in a rapidly-changing global society where problems are often complex, open-ended or ill-defined, organizations expect people to work in interdisciplinary teams (often with limited resources) and innovation is prized.

No prior experience with computer science, art, computational thinking or creative thinking is required for this course.

- NO PREQUISITES
- ACE 7 - 3 Credits
- Elective for Music Technology, Informatics and Digital Humanities Minors
- Studio Elective in Art

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