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978-1-107-13804-9 — Teaching Computational Creativity
Edited by Michael Filimowicz , Veronika Tzankova
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# TEACHING COMPUTATIONAL CREATIVITY

*Teaching Computational Creativity* examines the new interdisciplinary pedagogies of today's coding-intensive interactive media and design curricula. Students, researchers, and faculty will find a comprehensive overview of educational practices pertaining to innovation fields such as digital media, 3D printing, agile development, physical computing, games, dance, collaboration, teacher education, and online learning. This volume fills an important gap in the literature on creative computation, as practitioners are rarely challenged to reflect on or share their teaching practices. How do we design effective inter-, multi-, cross-, and transdisciplinary pedagogy and curricula? Brought together here are essays on the pedagogies that produce the so-called *unicorns* – graduates who can code *and* create. Here, the intertwining of (what many consider mutually exclusive) artistic sensitivities and computational skills plays an essential role, calling forth a new kind of undergraduate curriculum attuned to the interweaving of skillsets and theoretical knowledge needed to create and innovate with ever-changing technologies.

**Michael Filimowicz** is senior lecturer in the School of Interactive Arts and Technology at Simon Fraser University. He is director of the Cinesonika festival and academic conference, and founder of 4th Foundation, a university spinout doing curriculum development in K-12 coding and technology skills. He has published across disciplines in journals such as *Organised Sound, Arts and Humanities in Higher Education, Leonardo, Empirical Musicology Review,* and *Semiotica*. His art has been exhibited internationally at venues such as SIGGRAPH, Re-New, Design Shanghai, ARTECH, Les Instants Vidéo, IDEAS, Kinsey Institute, and Art Currents, and published in monographs such as *Reframing Photography* and *Infinite Instances*. His portfolio site is http://filimowi.cz

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# Teaching Computational Creativity

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Shaftesbury Road, Cambridge CB2 8EA, United Kingdom

One Liberty Plaza, 20th Floor, New York, NY 10006, USA

477 Williamstown Road, Port Melbourne, VIC 3207, Australia

314–321, 3rd Floor, Plot 3, Splendor Forum, Jasola District Centre, New Delhi – 110025, India

103 Penang Road, #05–06/07, Visioncrest Commercial, Singapore 238467

Cambridge University Press is part of Cambridge University Press & Assessment, a department of the University of Cambridge.

We share the University's mission to contribute to society through the pursuit of education, learning and research at the highest international levels of excellence.

www.cambridge.org
Information on this title: www.cambridge.org/9781107138049

DOI: 10.1017/9781316481165

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First published 2017

*A catalogue record for this publication is available from the British Library*

*Library of Congress Cataloging-in-Publication data*
Names: Filimowicz, Michael, editor. | Tzankova, Veronika, editor.
Title: Teaching computational creativity / [edited by] Michael Filimowicz, Simon Fraser University, Veronika Tzankova, Simon Fraser University.
Description: New York : Cambridge University Press, 2017. | Includes bibliographical references and index.
Identifiers: LCCN 2016049295 | ISBN 9781107138049 (Hardback)
Subjects: LCSH: Interactive multimedia—Study and teaching. | New media art—Study and teaching. | Computer programming—Study and teaching. | Computer-assisted instruction. | Creative thinking.
Classification: LCC QA76.76.I59 T433 2017 | DDC 005.107—dc23 LC record available at https://lccn.loc.gov/2016049295

ISBN 978-1-107-13804-9 Hardback

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ideologies can be shared. LUSTlab researches, generates hypotheses, and makes unstable media stable again. The future of digital media lies in the design of its use: humanizing the unhuman, bringing the internet down to earth, and finding the missing link between the digital and the physical. The outcomes vary from (strategic) visions to new communication tools, man–machine installations, and physical products using digital content.

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School of Design, and Co-Director of the the New School's Integrative Ph.D. Fellowship Program.

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# Acknowledgments

We would like to acknowledge and thank the Institute for the Study of Teaching and Learning in the Disciplines (ISTLD) at Simon Fraser University for five years of generous grants and support for our research into new pedagogies which we have applied in the School of Interactive Arts and Technology (SIAT). This has been a vital base for our publications and presentations in the theories and methods of teaching interactive media and design.

We wish to thank Monash University and in particular Professor Darrell Evans and Adrian Devey supporting the *Creative Coding* MOOC. We would also like to thank Professor Maria Garcia de la Banda, Meghan Deacon, and Linda Kalejs for their generous assistance during the development phase of the project. Finally, we would like to express our deep appreciation to Dr. Indae Hwang for his input and collaboration on the MOOC.

We would like to thank the editors of this volume for their extensive and incisive feedback.

We acknowledge TOP (Tier One Program) grant at Texas A&M University, Tiffany Sanchez, research assistant, Visualization Department at College of Architecture, and Dance Program in Department of Health and Kinesiology at College of Education and Human Development.



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