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.

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Teaching Computational Creativity

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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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