Creative Design

Hands-on course

>>> reviews a range of themes and interaction techniques used to inspire creative thinking and express ideas.

>>> requires students to read, reflect and share their findings on a selection of weekly readings (research papers) that explore creative themes and interaction techniques.

>>> requires students to accomplish 1 project, emphasizing quantity and novelty of concepts over implementation quality.
THEMES / CONCEPTS

>>> READMES
New / Creative Media

• L. Manovich, “The Language of New Media”, Cambridge MA, MIT Press, 2001 [Chapter 1]
Creativity Support Tools

Aesthetics and Experiential Art

Interactive Performance

Interactive Musical Interfaces

- E Reck Miranda and M M. Wanderley “New Digital Musical Instruments: Control and Interaction Beyond the Keyboard”, the computer music and digital audio series [Chapter 5]
The Moving Body and Choreography


Tangible and Wearable Interaction

Applications / Projects

• We will apply these concepts in practice. The goal for the students is to master the use of the theoretical principles in the design of interactive artworks.

• Every week, students will have the responsibility of presenting a paper.

• Students will be expected to prototype an interactive artifact and analyze and describe their design decisions, specifying their use of the design concepts drawn from the weekly reading.
Learning Outcomes

• Identify the key principles of Creative Design across a range of related texts.
• Apply these key principles in the design of interactive artifacts.
• Prepare and deliver a short oral and written presentation demonstrating an application in the design of the interactive artifact.
• Conduct a project about the design and “evaluation” of your interactive creative artwork.
• Participate substantively in discussions across the range of texts included in the course readings.