

CS 286: COMPUTATIONAL CREATIVITY

WHAT IS COMPUTATIONAL CREATIVITY?

Computational Creativity is an emerging field that studies the potential of computers to be more than feature-rich tools, acting as both autonomous creators and co-creators with humans. In a computational creativity system, the creativity comes from the machine, not the user, while in hybrid systems a joint impetus comes from both. Computational creativity pushes the boundaries of artificial intelligence, and has profound impact on the arts by using the computer as an artistic tool.

COURSE DESCRIPTION

The course will enable students to critically consider questions concerning the creative capabilities of computer systems and the impact of computing on the arts, as well as allow students to contribute to research in this exciting field.

Topics include:

- History of human and computer creativity
- Foundations of computational creativity
- Computational musicology
- Computational visual arts
- Dance and technology

DETAILS

Course number: CS 286

Day/Time: TuTh 4:30-5:45

Room: MH 422

Instructor: Margareta (Maya) Ackerman

Prerequisites: CS 146 or equivalent

Good programming skills

