Welcome to Computational Creativity!

Today's Outline

Course Information

- Overview
- Policies & Requirements
- Strategies for Success

What is Computational Creativity?

- Context for getting started in the course!

Course Information

Course Website

http://www.bowdoin.edu/~sharmon

- (There is a link to this website on Blackboard - but it still may be helpful to **bookmark** it!)

- **Blackboard** course is set up to be consistent with your other courses. You can find your **grades** here!

When You Have Questions…

1. **Study Teams**: Meet with others to talk about how things are going

2. **Blackboard Discussion**: post questions so you can work together with your classmates on concepts

When You Have Questions…

3. Professor Appointment: Set up a meeting with me on **Calendly**.

4. Email Me: at **sharmon@bowdoin.edu** if you have an emergency concern!

Key Learning Goals for the Course

1) “I can **analyze** how **computational creativity** intersects with **society** and the **common good**.”
2) “I am able to critically **evaluate** a given system using a diverse variety of **creativity metrics**.”
3) “I have pushed myself to explore **new strategies** for working on a **technical team**.”
4) I **challenged** myself to **design**, **implement**, and **test personally-meaningful** coding projects.

Course Collaboration Policy

- **Open** generally means **no restrictions** (provided you **give credit** to external sources or helpers).
- **Closed** indicates you must work **independently** (by yourself if it's a mission, or as a team for party quests).
- **Ajar** is **in between**. You are encouraged to work independently, but there may be certain instances where you are allowed to **collect feedback** from others.

How to Succeed in this Course

1) **Challenge** yourself to reach the next level of “you” with each assignment.

2) **Engage** with your **peers**.

3) **Reach out to me** if you’re feeling unhappy (team conflicts, etc.).

Part II

What do we mean by computational creativity?

Let's Discuss!

1) How do you think computational creativity is **defined**?

2) What does a computationally-creative system **look** like? Take notes, and draw a picture! (Everyone should try to draw their own best visual metaphor.)

3) Is there a **"wrong" or "right"** way for a computational system to be creative?

4) Why is studying computational creativity **important**?

*When you're done, **take a picture** **of your work** if you can!*

Not a New Topic

“Supposing, for instance, that the fundamental relations of pitched sounds in the science of harmony and of musical composition were susceptible of such expression and adaptations, the engine might compose elaborate and scientific pieces of music of any degree of complexity or extent.”

Any guesses as to who said this (or when?)

Not a New Topic

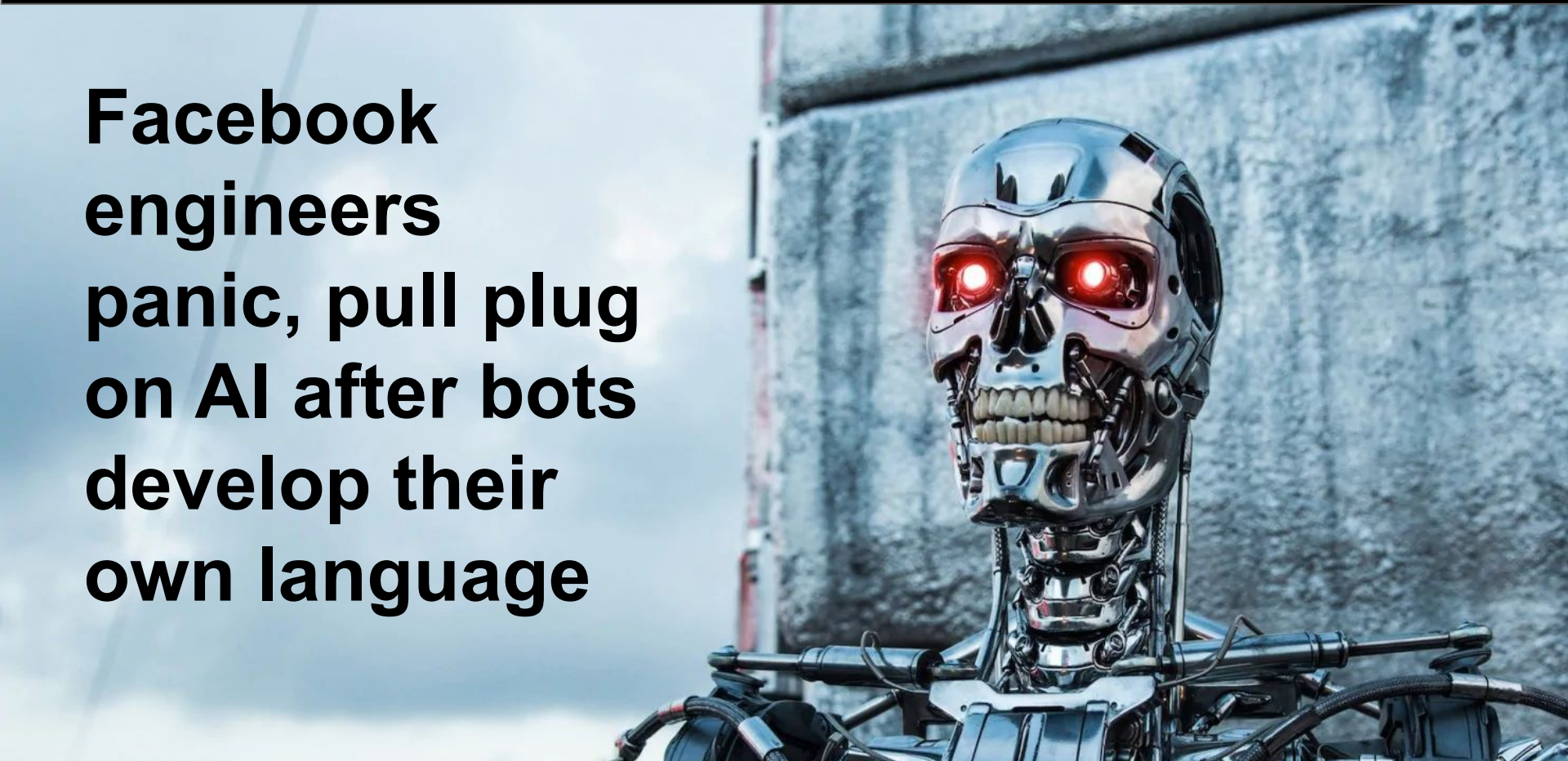
"Supposing, for instance, that the fundamental relations of pitched sounds in the science of harmony and of musical composition were susceptible of such expression and adaptations, the engine might compose elaborate and scientific pieces of music of any degree of complexity or extent."

Ada Lovelace, 1842

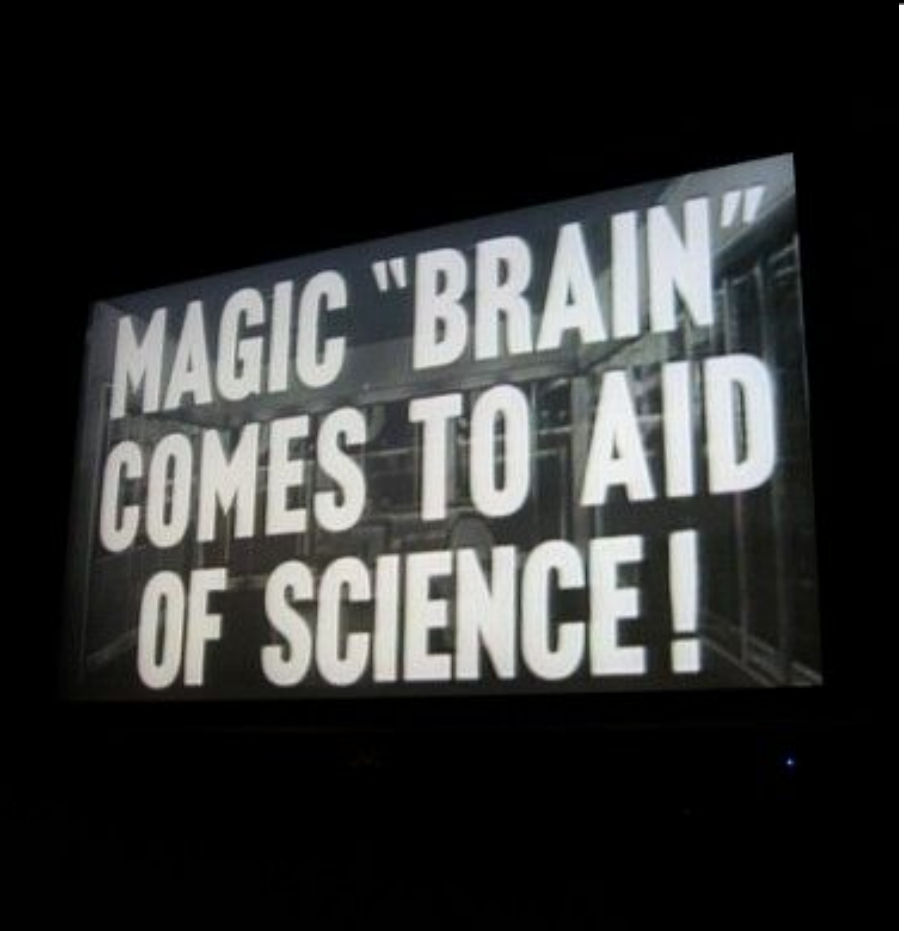
Why is Computational Creativity Important?

The Media Doesn't Always Get It Right (as with AI)

Facebook engineers panic, pull plug on AI after bots develop their own language



The Media Doesn’t Always Get It Right (as with AI)



For Next Time…

1) Post your drawing of what you think a CC system looks like in the ***Draw a CC System*** **Blackboard discussion forum**. Feel free to add comments!

   (If you need help doing this, let me know!)

2) Complete the assignments posted on Friday.