

# CREATIVE COMPUTING PROJECT - REFERRAL 1

Version 1.0  
Computing  
COMP140

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## Introduction

In this referral assignment, you have two options:

- Continue on with your controller project
- Complete a series of questions online

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*"As soon as we started programming, we found out to our surprise that it wasn't as easy to get programs right as we had thought. Debugging had to be discovered. I can remember the exact instant when I realized that a large part of my life from then on was going to be spent in finding mistakes in my own programs."*

— Maurice Wilkes

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*"C++ is history repeated as tragedy. Java is history repeated as farce."*

— Scott McKay

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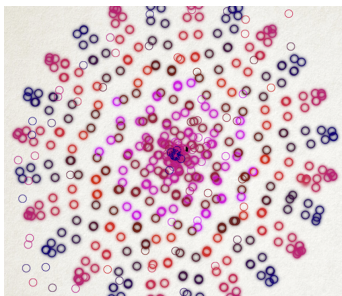
## Continue on with Controller Project

Using the assignment brief <https://bit.ly/3eWGgbq>, please complete the project by **25th of June 1600** and submit to the following queue <https://bit.ly/3dSKwII>

## Complete a series of Questions

Please complete the following questions by **25th of June 1600**

1. Task 1 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64481>
2. Task 2 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64487>
3. Task 3 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64488>
4. Task 4 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64490>
5. Task 5 - <https://learningspace.falmouth.ac.uk/mod/quiz/view.php?id=64491>



The **MetaMakers** undertake cutting edge Computational Creativity research at **Falmouth University**. Their main is to develop, combine, and extend artificial intelligence techniques to build inspirational software, and explore the philosophy of what it means for software to be creative.