



Creative Coding & Creative Computing Frameworks

WEEK 5 (24th Oct): Randomness/Noise + Inputs/Interaction

Summary

Through technical examples and theory we explore concepts of randomness, noise, the unpredictability of tech and the problematics of datacapture.

Learning objectives

LO1: Using Git.

LO2: Using random/noise & inputs (i.e mouse & button).

LO3: Critically exploration: randomness and data capture.

Resources for this week

Slides:

Git examples: <https://github.com/IrtizaNasar/CCI-Diploma22-CreativeCoding>

Cheat sheet: https://github.com/IrtizaNasar/CCI-Diploma22-CreativeCoding/raw/main/Creative_Coding_Cheat_Sheet.pdf

Hour 1

Part A: Tom Using GIT.

Part B: Tom js code along exercise.

Hours 2 & 3 (swap rooms):

Room One: Theory + Q&A.

Room Two: Nicola p5 code along.

Hour four

A coding exercise to play with and take away - incorporating randomness+Inputs/Interaction.