

Creative Computing

Parsons The New School for Design
Spring 2014

Course Info

- **Course:** [PUCD 2035 B](#)
- **Instructor:** Andy Dayton, [email](#)

Course Description

This course will introduce students to the building blocks of creative computing within the visual and media environment. Students will learn to create dynamic images, type and interfaces, that can translate into print, web and spatial forms. Through weekly problems, students will learn programming fundamentals that translate in virtually all programming platforms. Primary software platform: JavaScript.

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