COMP1720 Art and Interaction Computing

https://programsandcourses.anu.edu.au/course/comp1720

Prerequisite structure   Open to all students
Prerequisite units   No prerequisite units

TD Skills: Do students develop transdisciplinary problem-solving skills through this course?

Somewhat Likely
Students develop limited transdisciplinary problem-solving skills amongst other skills throughout the course

For example
Description: The course introduces the range of creative possibilities presented by the computer in the modern art world as well fundamental concepts of visual and interactive design.

TD Skills: Do students meaningfully collaborate across disciplinary/area difference through this course?

Somewhat Likely
Students from broad disciplinary background participating in collaboration with peers or experts

For example
Description: The course draws upon the rich practice-led research experiences of the ANU computer science, art and music staff in exploring this field.

TD Context: How is the transdisciplinary problem-solving experience situated with respect to broader contexts?

Somewhat Likely
Students explore big-picture problems, ideas and broader contexts in relation to a discipline/area

For example
Description: The course introduces the range of creative possibilities presented by the computer in the modern art world as well fundamental concepts of visual and interactive design.