One thing that was interesting about the lecture was that we we're introduced into a new level of computers that had been dedicated to creating music. Because now days we are so familiar with the concept of a computer being a centralised machine to be able to do many things and tasks at once, we don't realise the fact that we actually derived from computers that only did one task which was to do algorithmic computing. It was interesting to see how math and the advancement of algorithmic studies with the computers led to the eventual discovery with algorithmic composition. I think that this was in direct correlation with how the beginning of information science was introduced in the lecture with the famous *Ars Magna* by Rainmundus Lullus being shown as a concept of how the arrangement of variables created expressions, which would be what we could refer to as classes or libraries in todays computer science. This carries on to how electronic music is made as generative computer music or the noise genre is essentially a combination notes, so although the computer may not recognise something that we use to understand music such as a staff, the computer is able to recognise rules or patterns in music to create rhythm or a beat. The algorithmic composition by mathematical approach explanation done in the lecture had resemblance to the lecture last week as it showed how the interaction and the relationship of elements and beats we're used to generate beats that would otherwise be created out of testing and searching. This approach ifs to see sit also gives an opportunity for a composer to use some algorithms used in everyday life as variables for music such as the amount of steps you took today. This can also crete a different level of music as although it is computer generated, it reflects on what you It is awesome to see that many people in SFC are using some of the more advanced variations of what you can have with generative music with Pure Data or Maxxx as these tools not only enable us to create something by generative a code to create a pattern that the computer can follow, but also because it can be used to create a link between other programs to create triggers an events that can enhance the overall project. I think that also the physics of actually creating a sound was something new as the mathematical approach to creating a sound we can all relate to such as the Sine wave or the cluster of Sine waves was insightful. As the spread of technology continues, it seems so that the art of why we advance in technology also continues with the growing number of media art projects. I agree what the teacher said about having to know different fields in order to be able to learn what design or engineering is. But, I think that it also o creates a background to what you actually want to create.