**Computational Graphic Design**

**Parametric design (maybe not)**

**Potential topic shift. Creating visual systems?**

**Books**

**https://medium.com/@qshim/computation-for-graphic-designers-23629ec63dc0**

- Flexible Visual Systems by Dr. Martin Lorenz

Summary: What’s in this book?

How to dissect from the medium a visual system and what it is I will be doing and how I will be utilizing the medium.

- Code as creative medium

Summary: What’s in this book?

Assignments using creative coding as a medium however the assignments are quite vague. I’m still looking through the book to find where it will be of use to me however they do share a wide list of resources.

- Programming design systems <https://programmingdesignsystems.com/introduction/>

Summary: What’s in this book?

Book that discusses how to use a design system and what a design system is through the medium of programming.

- Public class Graphic\_Design implements Code

Summary: What’s in this book?

This book is a study. It answers the big research question of “How should programming ideally be taught to graphic designers to account for how they learn and how they intend to integrate programming into their vocational practice?”. Has a good list of resources too and has a lot of overlap of what I’m doing.

- [MAYBE] Meggs’ history of graphic design

Summary: What’s in this book?

Covers the history of graphic design and when computers were introduced. What happened after? Up to it becoming the standard.

I need one more source that talks in depth about the programs and use of CAD before the creation of adobe.

I also would like to include a segment on ASCII art, while it was less official there's a huge interest for me there since it's technically the first form of digital graphic design.

Discuss the history of another field and how computers were used for them. Example: medicine, finance, something more specific more?

**Graphic #37 INTRODUCTION TO COMPUTATION**

Potential Pivots

Early computer art

Net.art

Creating a generative design system/software for a curated identity. It can generate new ideas of the same identities.

* Procedural generation?
* Generative design of an existing visual system

Start thinking about case studies

Reference 1

public class Graphic\_Design implements Code { // Yes, but how? }: An investigation towards bespoke Creative Coding programming courses in graphic design education

Author:

**Stig Møller Hansen**

Aarhus University, Faculty of Arts, School of Culture and Communication, Department of Digital Design and Information Studies

Senior Associate Professor, PhD

Also uses the term computational graphic design, which is a term that more faithfully describes the topic.

Summary:

Prof. Hansen’s dissertation investigates how programming is being taught to graphic designers as part of their curriculum. The dissertation covers the challenges of teaching programming to non-programmers, design students specifically in this case. Hansen wrote three papers in which he tackled these three issues; mapping of the current programming courses that are taught in design schools, comparing the learning style of graphic design students and students in more technical disciplines and lastly a proposal of a hands-on method to introduce programming to graphic design students.

Context: Hansen’s work acts as a great starting point to assess what are the necessary steps to take in order to learn programming from the perspective of a graphic designer.

Hansen, S. M. (2019). *public class Graphic\_Design implements Code { // Yes, but how? }: An investigation towards bespoke Creative Coding programming courses in graphic design education*. https://doi.org/10.7146/aulsps-e.340