

MAJOR IN COMPUTER SCIENCE, COMPUTING FOR CREATIVES CONCENTRATION

The Computing for Creatives Concentration is intended for students who seek to work at the interface of computer science and creative fields such as film, theater, art and design. The concentration combines the core computing curriculum with computationally-focused study in creative fields.

Learning Objectives

Upon successful completion, students will be able to:

1. Demonstrate proficiency in most core areas of computer science and have a thorough grounding in the key principles and practices of computing.
2. Utilize advanced computing skills to create artifacts such as art, film, games, and 3D simulations that interact with people visually and aurally.
3. Demonstrate design, narrative, and human factors skills required to create those artifacts.
4. Communicate ideas effectively, both generally and with regard to computing and technology.
5. Confidently pursue graduate studies or professional employment in both computer science and fields combining computing and the creative arts.