FUTURE UNIVERSITY IN EGYPT جامعة المستقبل

Faculty of Computers and Information Technology

Computer Creative Art

Information :

Course Code :	DM427	**Level :**	Undergraduate	**Course Hours :**	3.00- Hours

Department : Digital Media Technology

Instructor Information :

Title	Name	Office hours
Lecturer	Mohamed Ahmed Hussein Ali	
Teaching Assistant	Debaj Shady Mahmoud Talha Mohamed Elmaghraby	

Area Of Study :

ÅCompare, evaluate and select variety of existing technologies and currently existing tools for creative arts.
ÅUnderstand computing and mathematics methodologies appropriate to creative arts.
ÅProduce effective project plan to compose multimedia art and work in small groups.

Description :

This course is intended to be introduction to the computing and the creative art. The plan is intended for students with interests and abilities in both computing and at least one of the creative art discipline as: Art, Drama, Film, Media and Music. The plan aims to allow using student creativity and scientific knowledge to make full use of state-of-the-art new media software development / production technologies and to develop the technologies and computing applications of the future. Also, the course will cover the practical use of computers by visual artists and designers, the theoretical concepts which underlie the use of computer in visual arts and the trends in digital culture. In addition to visual arts, the course will also look at how computers used in cinema, architecture and design

Course outcomes :

a.Knowledge and Understanding: :	
1 -	Explain the principles of multidisciplinary studies
2 -	Select different visual programming tools for design creative arts
3 -	Identify different challenges in new media art
b.Intellectual Skills: :	
1 -	Analyze different computer applications in art history
2 -	Propose a set of alternative new media arts approaches
3 -	Analyze different aspects in computer animation
c.Professional and Practical Skills: :	
1 -	Apply professional computing in theatre and dance
2 -	Apply effective information to create industrial and architectural design
3 -	Apply different skills like self-learning, time management in lifelong learning to learn creation of computer games, electronic kiosk, and interactive cinema

d.General and Transferable Skills: :	
1 -	Exploit a range of learning resources
2 -	Apply quantitative methods and skills in understanding and presenting cases
3 -	Appreciate continuous professional development and lifelong learning

ABET Course outcomes :	
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Course Topic And Contents :

Topic	No. of hours	Lecture	Tutorial / Practical
Introduction. Multidisciplinary studies. Visual programming tools	4	2	2
History of human-computer interaction. Critical and philosophical issues	4	2	2
New-media art	4	2	2
Electronic music	4	2	2
Computer applications in art history, preservation, analysis	4	2	2
Computer animation 1	4	2	2
Computer animation 2	4	2	2
Computing as theatre. Computer applications in theatre and dance	4	2	2
Mid-Term Exam	2		
Industrial and architectural design	4	2	2
Creation of computer games	4	2	2
Creation of Electronic Kiosk	4	2	2
Creation of Interactive Cinema	4	2	2
Final Exam	2		

Teaching And Learning Methodologies :
Interactive Lectures including Discussions
Practical Lab Sessions
Self-Study (Project / Reading Materials / Online Material / Presentations)
Case Studies

Course Assessment :

Methods of assessment	Relative weight %	Week No	Assess What
Assignments	5.00	4	
Final Exam	40.00	14	
Midterm Exam (s)	20.00	9	

Others (Participations)	5.00	1	
Quizzes	10.00	5	
Team Work Projects	20.00	12	