The Art of Information
CREATIVE AUTOMATA (ATEC 6363.004 & CS 6301.004)

Time, Place, and Class Size: MW 4-5:15, ATC 3.914, 10 ATEC and 10 CS students maximum

Goal: To explore the art of information. Information in the digital age at the lowest level is a stream of bits. These bits can be aggregated into simple or complex information structures. For example, infographics stresses information as data in visual form for wide consumption. We will include infographics but expand to include other senses (e.g., sound, touch) and information as data, program, or model structure. Representing information need not be for the masses; it can center on a personal interpretation: infoart.

Examples: (1) Find a number that reflects a newsworthy event. Represent that number in different ways; (2) take a concept map and creatively represent this map (3) look at a work of art, find information in the work, and represent (e.g., Inca Tunic image in upper left created using code); (4) add your interpretation of information to a wikipedia page for an object in the real world; (5) hack together an Arduino-based hardware solution to represent data or process.

Students: The class is project-based with individual and team projects. Teams consisting of ATEC and CS students working together is desirable if the student distributions allow for it. ATEC students must be proficient in a creative technical tool. This can be anything from a sound or video production tool, fabrication tools, to a game engine or modeling tool such as Maya, CS students must be proficient at programming and data management.

Philosophy: To explore the world of information through creative means. Information is all around us, but it takes training (learned in the class) to experience & represent information.

Cost: Students should expect to pay up to $100 for the semester on any software or materials required for producing posters or other exhibit materials.

Instructor: Dr. Paul Fishwick, ATC 3.206 (paul.Fishwick@utdallas.edu)

Grading: No Exams. Project-based. # of projects estimated: 4-5 for the semester, each with incrementally phased deliverables.