

Interdisciplinary Computing

Goldsmiths, University of London
Marco Gillies



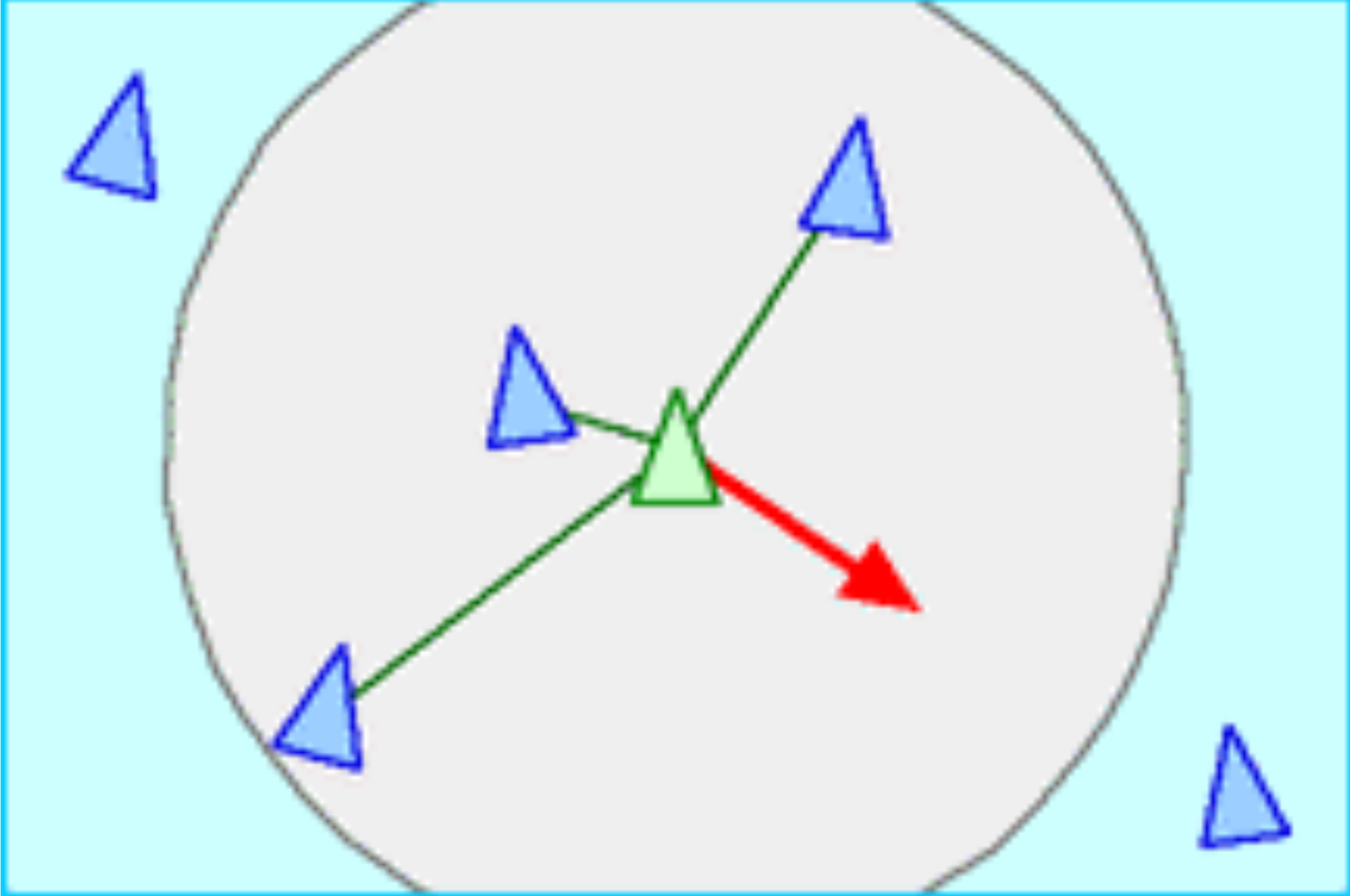
Year 1 Creative Computing

Aspects of Computing

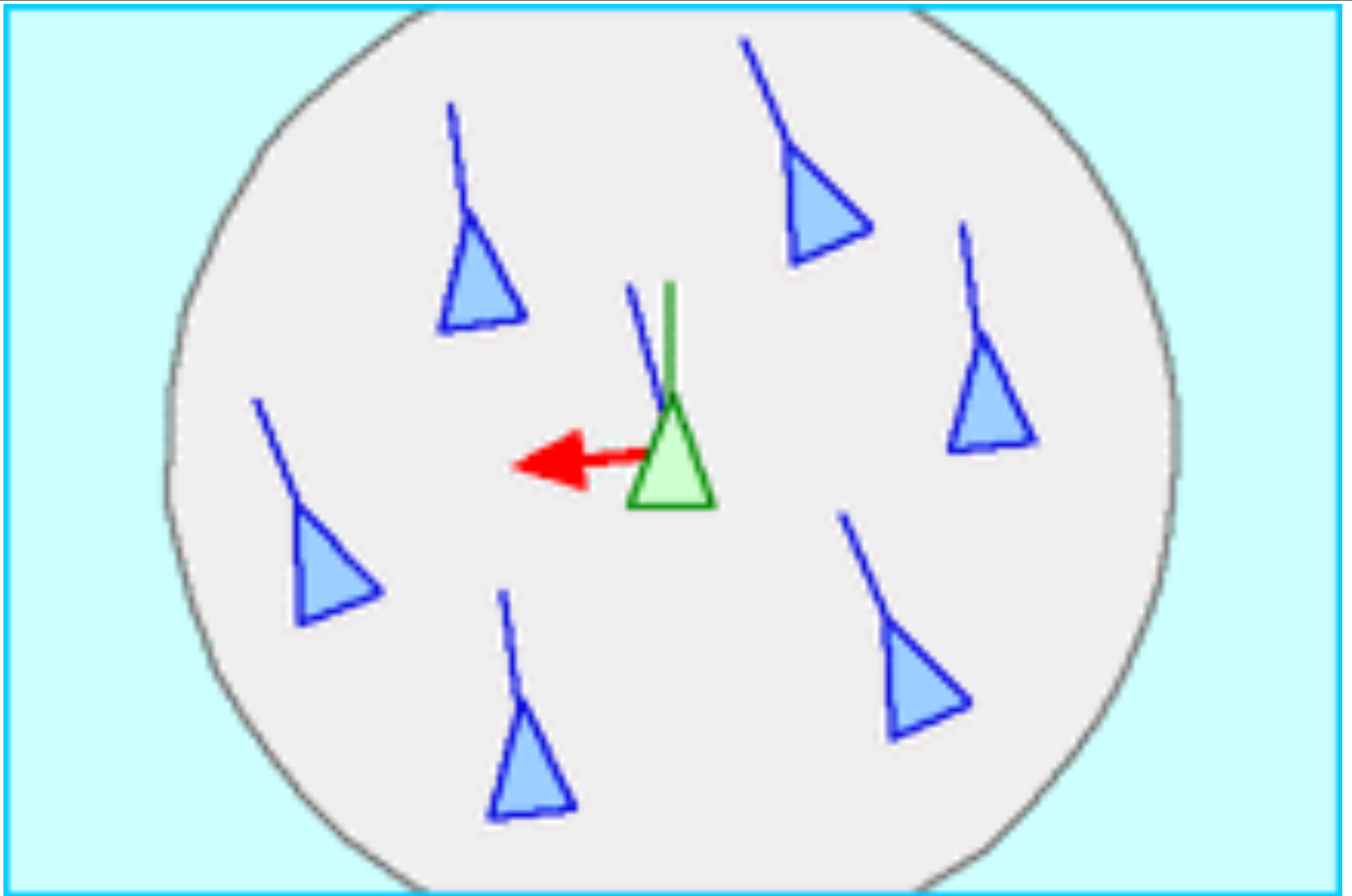
- Algorithmic
- Social
- Creative

Crowd Simulation

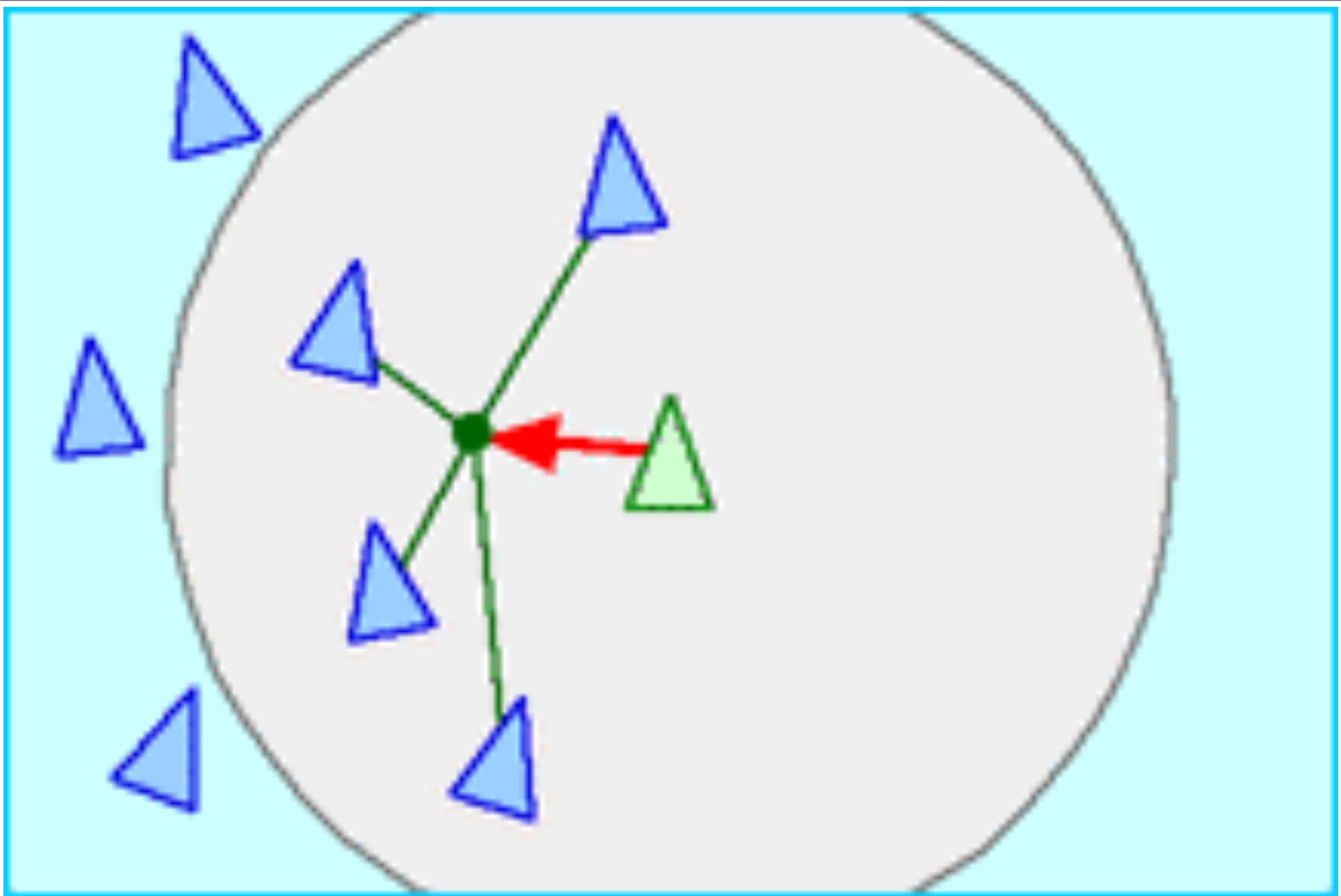
Algorithmic



Separation



Alignment



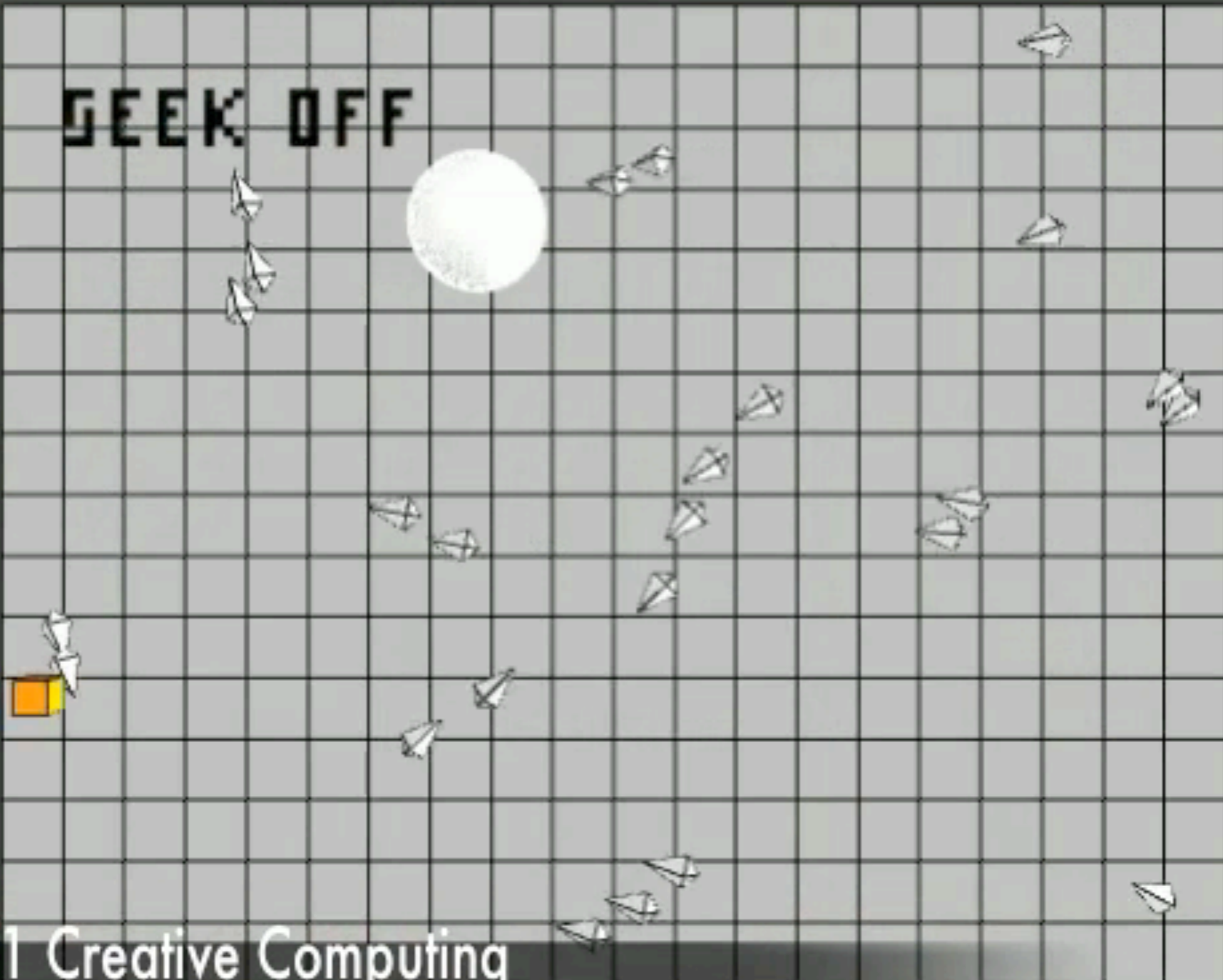
Cohesion

Social

- Who is using the software?
- What are their working practices?
- Who is their core market?
- What are their key problems in their work?
- How can technology make things easier?
- How does technology hinder them?

Creative

GEEK OFF



Year 1 Creative Computing

Foundations of
Programming
and
Problem Solving

Foundation
Mathematics

Study Skills and
Computer Use

Introduction to
Programming

Mathematical
Modelling

Data Representation
and Architecture

Computing

Audio-Visual
Computing

Spectrum

Specialist
Topics

Further
Programming

Databases, Networks
and the Web

Group
Project

Specialist
Topics

Optional
Course

Optional
Course

Optional
Course

Optional
Course

Final

Project



Year 1 Creative Computing