

# COMPUTING AND THE CREATIVE ARTS (COCA)

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**COCA 201 Introduction to Computing and the Creative Arts Units: 3.00**

A multidisciplinary studio-oriented overview of computer-based applications in Art, Music, Drama, and Film. History of human-computer interaction. Critical and philosophical issues. Animation. Virtual reality. Computer-aided design. Computer games. Enrolment is limited.

**Learning Hours:** 120 (36 Lecture, 84 Private Study)

**Requirements:** Prerequisite Level 2 or above and a minimum grade of C- (obtained in any term) or a 'Pass' (obtained in Winter 2020) in 6.0 units in (ARTF or ARTH or DRAM or FILM or MUSC at the 100-level). Corequisite (CISC 101/3.0 or CISC 110/3.0 or CISC 121/3.0 or CISC 151/3.0 or APSC 142/2.3 or APSC 143/3.3) or permission of the School.

**Offering Faculty:** Faculty of Arts and Science