

# Creative Computing, Minor

## Overview

The minor in creative computing is designed to equip students to use code as a medium for art, design, and games, focusing on the expressive, aesthetic, and reflexive dimensions of programming. It will introduce students to computational forms of creative and critical thinking, bolstering Northeastern University's offering of humanics-centered courses.

## Minor Requirements

Complete all courses listed below unless otherwise indicated. Also complete any corequisite labs, recitations, clinicals, or tools courses where specified. Students who wish to register for 2000-level courses and above need to plan ahead in order to complete prerequisite course(s) ahead of time.

A student pursuing this minor must complete a minimum of three courses exclusive to this minor beyond the courses required for the student's declared major(s), minor(s), or PlusOne.

### REQUIRED

Code	Title	Hours
ARTG 2260	Programming Basics	4
ARTD 2340	Introduction to Computational Creative Practice	4

### ELECTIVES

Code	Title	Hours
Complete two of the following (note that some courses may require prerequisites):		8
ARTD 2000	Introduction to Immersive Media	
ARTD 3471	Virtual Environment Design	
ARTG 2400	Interaction Design 1: Responsive	
ARTG 3100	Physical and Digital Fabrication	
ARTG 3250	Physical Computing	
GAME 3400	Level Design and Game Architecture	
GE 1501	Cornerstone of Engineering 1	
JRNL 3610	Digital Storytelling and Social Media	
JRNL 3700	Data Storytelling	
MUST 2431	Computer Music Fundamentals	
MUST 3603	Embedded Audio Programming	
THTR 2370	Lighting Design	

## GPA Requirement

2.500 GPA required in the minor