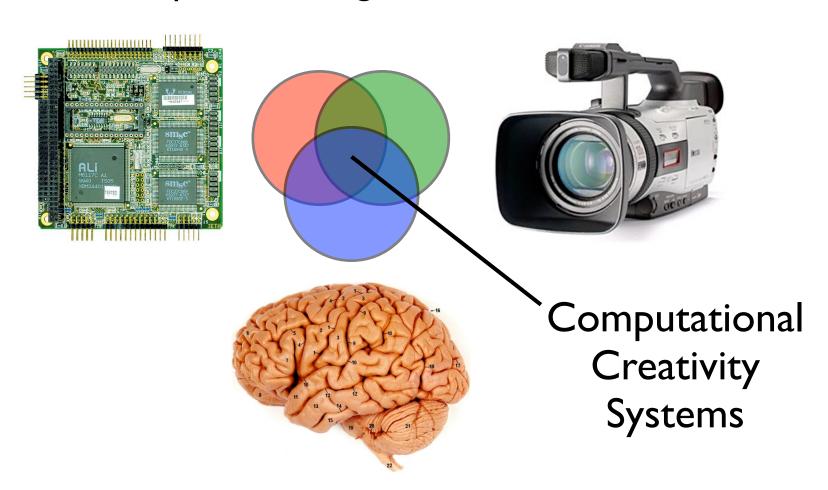
## The Computational Creativity Curriculum

Lee Spector, Chris Perry & Jaime Dávila Hampshire College, Amherst, MA



## User-Guided Variation

- Generate/refine variations with a user-driven computational model of creativity
- Interdisciplinary art/sci/tech student/faculty development (piloted in Computing Concepts: Creative Machines? and Radical Innovation in Digital Arts)
- Use existing art-making software (Maya, RenderMan, Shake, Photoshop, MaxMSP, Processing, ...)
- Browser interface, cluster back end
- Community college and high school outreach

## Real Creativity

