AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science (Honours) Creating Computing Awarded by University for the Creative Arts (UK)
Module Title	Creative Coding 01 (Lexicon)
Module Syllabus No. (if any)	CCOM4004
Content	**What do we do?** You will be introduced to a range of coding languages and environments. You will explore and evaluate the advantages and opportunities of working in node based, and text-based languages. You will focus primarily on syntax, lexical foundations, and logic systems, enabling you to construct increasingly complex interactive and responsive applications. **Why do we do it?** Because Creative Coding 01 (Lexicon) is the fundamental basis for all future computation and code learning. Successful completion of the unit will enable you to be competent in both constructing your own code logic, as well as reading, decoding, understanding, and assimilating existing systems. **How do we do it?** Through a series of lectures, seminars and workshops the unit will unpick the mathematical and structural systems common to most contemporary programming languages and environments. This focus on "paradigm" will enable you to identify and transition to different and contextually relevant languages in the future.
No. of Teaching Hours	36hours
Teaching Methods	Lecture, workshop, group presentations, discussion
Assessment Methods and Weightages	100% coursework
Skills for Maximising Learning Outcomes	Reading and Research
Dates of Examinations, Major Assessments and Assignments	See University Academic Calendar
Recommended Text	Makinson, D. (2008) Sets, Logic And Maths For Computing. London: Springer.
Additional Reference Texts (if any)	Reas, C., and Fry, B. (2010) Getting Started With Processing. London: O'Reilly. Reas, C. (2010) Form + Code in design, art, and architecture. Princetown Architectural Press Shiffman, D. (2008) Learning Processing. Amsterdam: Morgan Kaufmann/Elsevier.
Additional Remarks (if any)	

No.	Learning Outcomes/Aims
1	Identify and make use of a range of contemporary programming languages and environments
2	Demonstrate an appreciation of the strengths, and weaknesses present in a range of programming languages.
3	Apply your knowledge of programming languages to produce project specific outputs.
4	Demonstrate an appreciation of the common factors present in a range of programming languages.
5	To introduce a range of programming languages and environments.
6	To engage students with the fundamental principles underpinning contemporary programming languages.
7	To engage students with the universal principles underpinning contemporary programming languages.

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.

8	To embed an investigatory and experimental approach to testing the contextual appropriateness of different programming languages and environments.