Only the german version of the module description as part of the study regulations is legally binding.

Module name	**Art and Code**
Module number	INF-25-Ma-FHI-ART
Responsible lecturer or responsible lecturer	Prof. Dr. Matthew McGinity matthew.mcginity@tu-dresden.de
Qualification objectives	Students are familiar with the use of computer technologies in historical and contemporary art. They understand the different roles that computers can play in artistic and creative contexts and are familiar with the most important contemporary technologies, algorithms and platforms. You have practical experience with creative computing.
contents	Contents of the module are the history and the current landscape of computer science and art, an analysis of the different roles and manifestations of computer science in art, an overview of known and new techniques, algorithms and methods, software platforms and interface technologies as well as approaches to software development in the creative process.
Forms of teaching and learning	The module includes lectures in the scope of 2 SWS, exercises in the scope of 2 SWS and self-study. The teaching language of the lectures and the exercises can be German or English and will be specified by the lecturer at the beginning of each semester and announced in the usual manner.
Requirements for participation	The competencies to be acquired in the modules INF-25-Ba-MCI Fundamentals of Human-Computer Interaction, INF-25-Ba-SWT Software Technology and INF-25-Ma-FVC-FCG Foundations of Computer Graphics are assumed in the Bachelor's degree program in Computer Science and in the Bachelor's degree program in Applied Computer Science. In the computer science degree program, the competencies to be acquired in the modules INF-25-Ba-MCI Basics of Human-Computer Interaction and INF-25-Ba-SWT Software Technology are required. The Master's programme in Computer Science assumes competences in the design and implementation of user interfaces as well as knowledge of their evaluation with regard to usability and accessibility, knowledge in object-oriented software development, in the application of object-oriented modelling and programming languages, and knowledge of computer graphics at bachelor's level.
usability	The module is a compulsory elective module in the field of Human-Computer Interaction and Interactive Media in the diploma programme Computer Science in the main course of study, which must be chosen in accordance with Annex 2 to the Examination Regulations. In the Bachelor's programme in Computer Science, the module is a compulsory elective module of specialisation, which must be

	chosen in accordance with the annex to the examination regulations. The module in the Bachelor's programme in Applied Computer Science is a compulsory elective module in the specialisation in Media Informatics and in the specialisation in Geoinformatics, which must be chosen in accordance with Annex 2 to the Specific Examination Regulations. The module in the Master's programme Computer Science is a compulsory elective module in the Open Track in the field of Human-Computer Interaction and Interactive Media as well as the supplement, which must be selected in accordance with Annex 2 to the examination regulations. The module can only be selected once in the Master's programme Computer Science. The module cannot be selected in the Master's program Computer Science if this or a substantially identical module from a degree program with which the admission requirements according to § 3 of the study regulations have been fulfilled, has already been completed. The module creates the prerequisites for the modules, which it names under prerequisites for participation.
Conditions for awarding credits	The credit points are earned when the module examination has been passed. The module exam consists of a complex performance of 90 hours. The language of the examination is German or English at the choice of the student.
Credits and grades	6 credit points can be earned through the module. The module grade corresponds to the grade of the examination performance.
Frequency of the module	The module is offered every summer semester.
workload	The total workload is 180 hours.
Duration of the module	The module covers one semester.