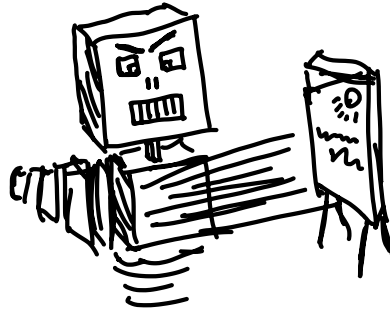
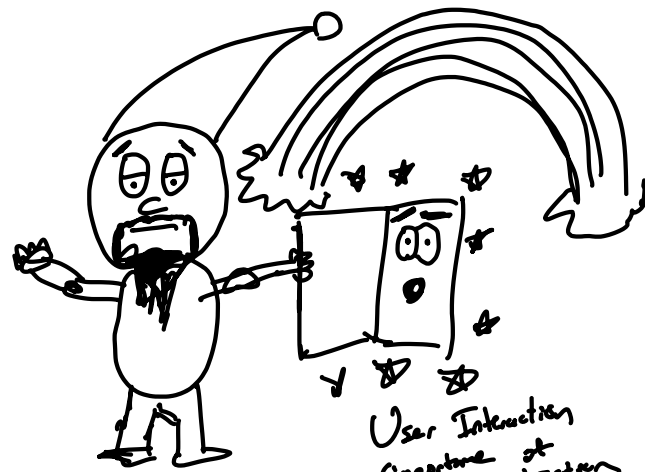


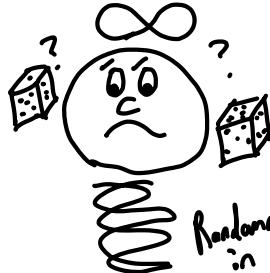
Generative Design
 (designers set parameters & allow algorithms to generate designs)



Algorithmic Art
 (use of algorithms to create complex & beautiful patterns)



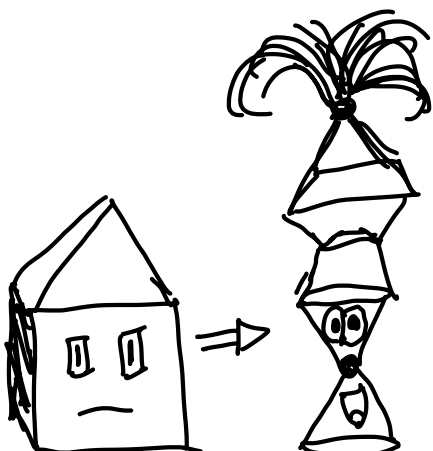
User Interaction
 (importance of user interaction in personalizing & influencing design patterns)



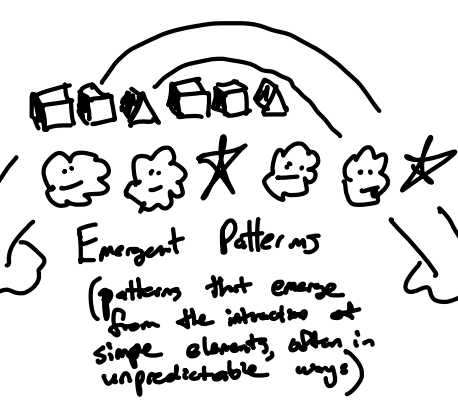
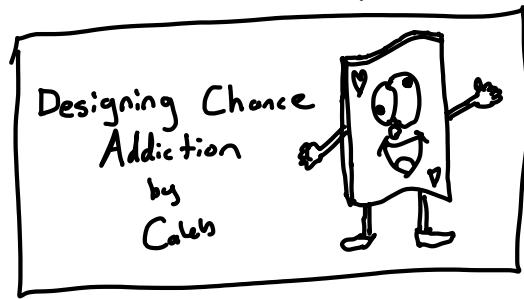
Randomness in Design
 (Change in unpredictable ways...)



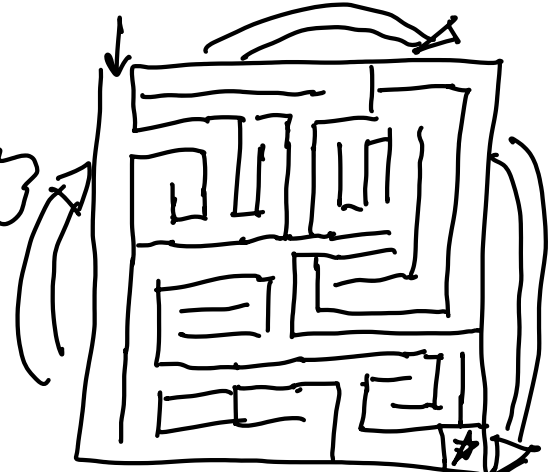
Complexity from Simplicity
 (Complex designs from simple designs, often in unpredictable ways)



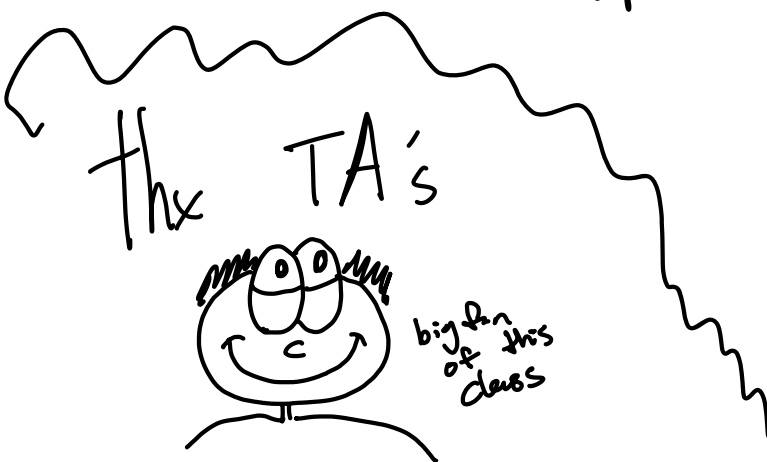
Adaptive Systems
 (showcases systems that adjust & evolve based on user behavior or environmental changes)



Emergent Patterns
 (patterns that emerge from the interaction of simple elements, often in unpredictable ways)



Stochastic Processes
 (probabilistic methods to influence design decisions & outcomes)



The TA's
 big fan of this class