Introductory Courses and the Media Arts and Sciences Major

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http://www.wellesley.edu/CS/pmetaxas.html

Wellesley Intro courses 1995-2005

- CS1: enrollments fell from 130 to 70
  - They follow national trend
  - Course used to provide all of our majors
- CS0: enrollments rose from 100 to 200 (and more)
  - [http://cs.wellesley.edu/~cs110/](http://cs.wellesley.edu/~cs110/)
  - Project-based, web excuse, "representations of information"
  - 50% undeclared, the rest from every department!
  - Of declared: 50%: ECON, IR, POLS, PSYC, ENGL (no SCI)
  - Provided 50% of majors this year!
- CS0+: new simulation course for science majors (16)
The Art & Science of Multimedia course

- Started by a CS and an ARTS faculty
- 14-18 accepted by application only - many left out, complained
- 50-50 in Arts - Sciences
- Project based (you cannot choose your partner)
  - Really cool projects
- Successful: Showcase, fundraising for the school
- Led to the development of the MA&S program
- Has been since replaced by courses in
  - CS ("Multimedia Design and Programming") and
  - ARTS ("Dynamic Interface Design")
- [http://www.wellesley.edu/CS/courses/CS215/](http://www.wellesley.edu/CS/courses/CS215/)

The Media Arts and Sciences Program

- [http://www.wellesley.edu/MAS/](http://www.wellesley.edu/MAS/)
- Emphasis in CS or ARTS
- At least: CS1, CS2, MM Programming, Graphics, Web Databases
- Digital Imaging, Moving Image Studio, Dynamic Interface Design, Architectonics
- Quickly picking up majors
- It relies on persons, not departments
- Logistical problems:
  - How do you grow? Retrain? Hire?