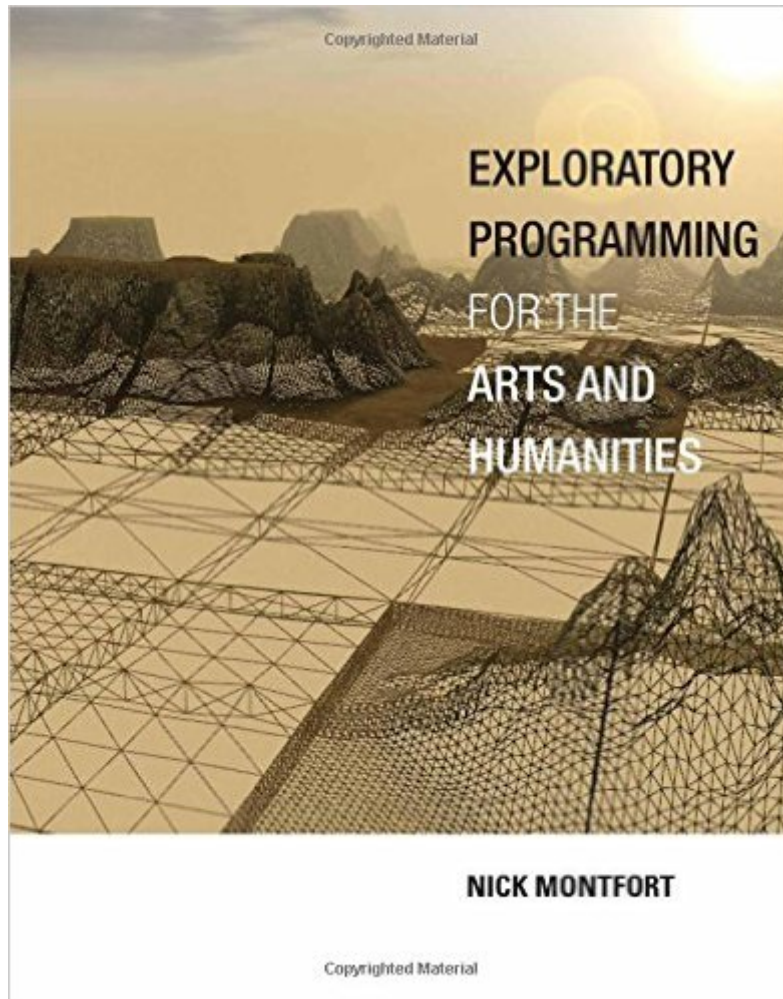


The book was found

# Exploratory Programming For The Arts And Humanities (MIT Press)



## Synopsis

This book introduces programming to readers with a background in the arts and humanities; there are no prerequisites, and no knowledge of computation is assumed. In it, Nick Montfort reveals programming to be not merely a technical exercise within given constraints but a tool for sketching, brainstorming, and inquiring about important topics. He emphasizes programming's exploratory potential -- its facility to create new kinds of artworks and to probe data for new ideas. The book is designed to be read alongside the computer, allowing readers to program while making their way through the chapters. It offers practical exercises in writing and modifying code, beginning on a small scale and increasing in substance. In some cases, a specification is given for a program, but the core activities are a series of "free projects," intentionally underspecified exercises that leave room for readers to determine their own direction and write different sorts of programs. Throughout the book, Montfort also considers how computation and programming are culturally situated -- how programming relates to the methods and questions of the arts and humanities. The book uses Python and Processing, both of which are free software, as the primary programming languages.

## Book Information

Series: MIT Press

Hardcover: 328 pages

Publisher: The MIT Press; 1 edition (April 15, 2016)

Language: English

ISBN-10: 0262034204

ISBN-13: 978-0262034203

Product Dimensions: 7 x 0.6 x 9 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 3.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #529,245 in Books (See Top 100 in Books) #285 inÂ Books > Computers & Technology > Mobile Phones, Tablets & E-Readers > Programming & App Development #1602 inÂ Books > Computers & Technology > Digital Audio, Video & Photography #2299 inÂ Books > Computers & Technology > Graphics & Design

## Customer Reviews

I bought this on the strength of the review by Casey Reas, co-creator of Processing, in which he said that he "learned things continuously" throughout this book. Like Reas, I have been coding as an artist for many years, and based on Reas's review, I expected I would learn a lot more from this

book. However, the level is very elementary, and nothing the book teaches you (text processing, data visualization, animation, etc.) is developed to any significant level of depth. As this book is an introductory book on programming, for the arts and humanities, I half-expected this to be the case. However, Reas's review also noted that this book is also an exploration of "computation as culture", so I thought that even if it didn't teach me anything new as a programmer, it would offer some sort of analysis of how coding is situated within culture, how coding is ideological, and reinforces particular dominant ways of seeing the world, and relating to it. It doesn't really carry out any such analysis or critique, however, but functions more as a sort of cheerleader for coding skills - how they can help us all to improve our cognition and give us better tools to analyze and investigate the world. Montfort believes that better coding literacy is empowering, which may be true, but he doesn't offer any kind of critique of how the culture of coding is infiltrating itself into all kinds of different fields, and what effect this is having on the way we see the world and relate to people and things.. As a Professor of Digital Media, Montfort is well-placed to offer this sort of critique, and it would have been most welcome, and a point of difference between this and other "learn to code" books. It was disappointing that it didn't deliver this.

[Download to continue reading...](#)

Exploratory Programming for the Arts and Humanities (MIT Press) Humanities 2 (Oxford Big Ideas Humanities) The Art of Prolog: Advanced Programming Techniques (Mit Press Series in Logic Programming) Collage Lab: Experiments, Investigations, and Exploratory Projects (Lab Series) Exploratory Data Mining and Data Cleaning Born on the Island: The Galveston We Remember (Sara and John Lindsey Series in the Arts and Humanities) Arts and Culture: An Introduction to the Humanities, Volume I (4th Edition) Arts and Culture: An Introduction to the Humanities, Volume II (4th Edition) Arts and Culture: An Introduction to the Humanities, Combined Volume (4th Edition) Perceiving the Arts: An Introduction to the Humanities (10th Edition) Processing: A Programming Handbook for Visual Designers and Artists (MIT Press) Certified Programming with Dependent Types: A Pragmatic Introduction to the Coq Proof Assistant (MIT Press) The Audio Programming Book (MIT Press) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) White City, Black City: Architecture and War in Tel Aviv and Jaffa (MIT Press) Document Engineering: Analyzing and Designing Documents for Business Informatics and Web Services (MIT Press) Student's Solutions Manual and Supplementary Materials for Econometric Analysis of Cross Section and Panel Data (MIT Press) Speculative Everything: Design, Fiction, and Social Dreaming (MIT Press) The

Originality of the Avant-Garde and Other Modernist Myths (MIT Press) Intelligence Emerging:  
Adaptivity and Search in Evolving Neural Systems (MIT Press)

[Dmca](#)