MATERIALS GUIDE
CREATIVE CODING COURSES

Helpful tips for planning your approach to buying materials for your course(s)

1. Start with what you need for the first class

- Bring a notebook and pen for taking notes.

- Focus on acquiring the items on your course list that are <u>required</u> for the first day of class. They are marked with an asterisk* on the list.

2. Budget for your supplies

- Art supplies can vary greatly in quality and price. Take some time to understand the pacing of the course and your own learning goals to make informed decisions about what to buy. Instructors will provide more details about the specific materials needed for each course. Talk to them for advice!

- You may already have suitable materials at home; it is not necessary to purchase new materials for every course.

3. Set up any required software

- For courses that require software: purchase, download, and install the required software before the first day of class. This will allow you time to troubleshoot any potential installation issues. Most required software are free or have low-cost educational versions that are available to you as an ECU Continuing Studies student.

Ready to Get Started? Look for your Course List

CSCO 100: Introductory JavaScript

Required Course Materials	Approximate Costs
Visual Studio Code* This software is available for free. Click to download the software.	Free
Recommended	
Notebook and pen	$10.00

required for the first day of class

CSCO 110: Introductory Creative Coding with JavaScript

Required Course Materials	Approximate Costs
p5.js This app is available for free. Click here to access via web browser.	Free
Visual Studio Code* This software is available for free. Click to download the software.	Free
Recommended	
Text Editor This software is available for free. Click to download the software.	Free
Notebook and pen	$10.00

required for the first day of class

CSCO 115: Scripting for Unity

Required Course Materials	Approximate Costs
Unity* This software is available for free for students and educators. Click to download the software.	Free
Recommended	
Notebook and pen	$10.00

required for the first day of class

CSCO 116: Scripting for Unreal Engine

Required Course Materials	Approximate Costs
Unreal Engine* This software is available for free. Click to install Epic Games Launcher.	Free
Visual Studio* This software is available for free. Click to download the software.	Free
Recommended	
Notebook and pen	$10.00

*required for the first day of class

CSCO 210: Intermediate Creative Coding with JavaScript

Required Course Materials	Approximate Costs
p5.js This app is available for free. Click here to access via web browser.	Free
Visual Studio Code* This software is available for free. Click to download the software.	Free
Recommended	
Text Editor This software is available for free. Click to download the software.	Free
Notebook and pen	$10.00

*required for the first day of class