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.

- **future skills grant students:** Courses that are eligible for the future skills grant will include information about the maximum approved reimbursement amount for material costs. Only materials purchased between Fall 2023 registration open (June 27) and reimbursement submission deadline for the term will be eligible for reimbursement. Please make sure to track your expenses, and keep all your original receipts. Expenses that exceed the $3500 lifetime limit will not be reimbursed.

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
MAMP* This software is available for free. Click to download the most recent version.	Free
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

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **$10.00**

CSCO 110: Introductory Creative Coding with JavaScript

Required Course Materials	Approximate Costs
Node.js* This software is available for free. Click to download the most recent version.	Free
Recommended	
Notebook and pen	$10.00

required for the first day of class

If you are using your **future skills grant funds**, the maximum approved reimbursement for material costs is **$10.00**