

# Aesthetic Programming

Class 02- Code and Practice

# Knowing each other

1. Say a few lines about yourself
2. What is your most frequently used software?
3. Do you have any coding experience? If yes, which language? Can you describe a little bit about your learning experience?

# Overview of Programming Languages



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# Programming as Practice

- Artist-programmer
  - “As computers enter almost every aspect of our lives, few would now deny that people can be creative using computer tools. Against all this context it is clear to see the activity of programming as potentially being highly creative.”

McLean (2011: 116-117)

<http://yaxu.org/thesis/>

Live coding performance:

<https://www.youtube.com/watch?v=Z-8DX7g2zEc>

# Discussion x 1

With the help of the assigned readings:

1. Why do you think we have Aesthetic Programming course in Digital Design Curriculum?
2. What is programming to you?
3. Why do you think you need to learn programming?

## Discussion x 2

Yuill mentions free open source software movement and proprietary code in his article on “Programming as Practice”, how may we see programming as social/cultural practice?

# Structure of the class

<http://piratepad.net/5apH3XyWVk>

**“Programming is  
thinking,  
not typing.”**

Casey Patton



Aims:

- to write code
- to read code
- to think with code



## Mini exercise walkthrough