

A.

F U N.

D R A W I N G.

JERES MINI_EX!

~~HØJT~~ NIVEAU MEN...

HAR MAN FORSTÅET SIN KODE?

BEDRE AT LAVE NOGET SIMPELT
SOM MAN FORSTÅR

DET I SKAL...

MINI_EX2 – THE PROGRAM

Design a program that expresses and addresses **GORIUNOV'S NOTION OF FUN** by using **BASIC SHAPES** primarily. (it is ok to be simple, and it is ok to draw something static. Perhaps you can try to implement from **SCRATCH** by thinking about what you want and what you want to show/tell)

WHAT IS FUN?

- Fun does **not** equate to **intellectual superiority** and **perfection** (Goriunova, p. 3)
- Fun can be modest, misleading, a noisy chimera (ibid.)
- Fun in computing as a mode of thinking, making, experiencing (ibid., p. 4)
- Fun is an excess?

Work of Maria Berthel

https://cdn.rawgit.com/mabedk/AP2017/gh-pages/mini_ex3/mini_ex3-PLAN%20A/index.html

MINI_EX2 - THE README.MD

I. Describe your program and what you have used and learnt

II. **WHAT IS FUN?** To what extent your program addresses Goriunova's notion of fun? Is it fun in relation to geekiness, or humour, or paradox, or other modes of thoughts? (This question requires **your articulation of your work** beyond just describing how it works technically)

FUN FUNCTIONS?

map() <https://p5js.org/reference/#/p5/map>

random() <https://p5js.org/reference/#/p5/random>

noise() <https://p5js.org/reference/#/p5/noise>

C O D I N G .

T I M E .