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“Preflective” Essay

Concerning existing programming experience, I would say that I am more comfortable with visualization elements used in p5.js in a two-dimensional state. Last semester in CART 253, most if not all of the exercises and projects were represented in two dimensions. On a personal note, I am beginning to be interested in more artistic expressions of my ideas in a philosophical/poetic and visual art sense. I feel as though I always see my programming going in a direction where it ends up looking like a game or interactive activity, but this semester I would prefer if I challenged myself to represent my ideas in a storytelling sense where the user gets to tag along and also feel involved at the same time, while also gaining insight into my mind and thoughts. Further, I’d like to acclimatize myself with more concepts in javascript especially the use of OOP as I wasn't able to hone that in as much as I would have liked last semester. Also, this might be a stretch but maybe I could also look into how to represent some javascript code in a three-dimensional state.

An example of some creative code/software that I find inspiring and intriguing and have also been looking into is the Processing programming language and its associated development environment. For example, it allows users to create some visually engaging and interactive artwork through code very similar to p5.js. The difference is however that it allows for more standalone applications rather than something suitable for the web (as opposed to javascript and p5.js). Processing also has more extensive libraries and tools that cater to features that are in the realm of 3D graphics, so if 3D visualizations are not something that I can achieve or attempt with p5.js this semester, I may look into trying to learn some Processing in the future. Another aspect that I've researched is the use of algorithms to turn abstract ideas (represented as data) into something more palatable for humans. For example, let’s say I have the statistical records for goals scored in specific sections of a field by a football player, I could enter that data into the algorithm and in return it could visually display that data so that it's visually understandable to viewers.

With ml5.js I’m hoping that I will be able to use it to create some predictions in regards to data representation. As I’ve mentioned before, I’m looking into using algorithms to display data as visuals, but it would also be useful if I used machine learning to visually predict potential data or probability for the future. Sports Strategic Management is always something that I’ve been interested in and through the usage of javascript and machine learning, there is a possibility that I can somehow incorporate data, statistics, creative computing, machine learning, and AI to help me in this aspect that I’m interested in. The usage of Phaser could also be integrated to visually represent data using sprites, although it is an aspect of programming that I’ve never stepped foot in so it will be something new.