* Critically analyze/evaluate how much time was spent learning syntax & structure, programming concepts vs. actually programming, and how does this reflect on the final quality of your end result.

A: Every week I spend two days in learning syntax, structure and programming concepts and two days in programming by myself. I’d like to get a better understanding of programming foundation before I do programming. I thought I got more thoughts and wrote more clear structure within the code thanks to that.

* Comment on your successes and frustrations with Processing and P5.js.

A: Processing is really a great tool for beginner to learn JavaScript. After you gain a solid foundation in processing, it’s easy to transfer to P5.js.

A: I never thought about how to make those interactive medias before. I thought it’s cool and difficult to make. However, with knowledge I learned from this course, I feel like I could make much more things now, such as interactive drawings, videos, user interfaces, and games.

A good concept I learned from the course is “Finished is better than perfect”. I really appreciate we've learned the method of managing tasks from Katherine. It helped me a lot and it will also help me in the future when I start a new project. In the midterm, I feel overwhelmed because I tried to do a complicated project but failed. Hence in the final project, I learned to break ideas down to many small tasks and solved them one by one. And I made it!

One thing I’m still concerned about is how to write code within the context of visual art and design. Looking back at my works, I feel like my works are lack of some aesthetic concepts. Also, I’m a little confused about the potential and limitation of Processing and p5.js. I want to figure out what I can do and what I cannot do with those two languages. Besides, I’d like to explore more 3D effects since my works are all display in 2D this semester. Finally, I’d like to know how to optimize my code structure so that system can run the program faster and more effectively.

* Compare and contrast OOP versus Procedural Programming.

A: Before we learn class and object, we always use procedural programming. It’s enough when we deal with one object or simple effect. However, as our code became more complex and contained multiple objects with different properties and methods, we began to create classes to make our code clear and reusable. Besides, we can easily generate different objects by transferring different values to their attributions without changing exiting code.

* Specifically considering your final project: What programming concepts solidified in your final project? What did you learn with reference to programming? Did you have a break through?

A:

Ingredients: Interaction (p5.speech library); variables; conditionals; loops; functions; class and objects; arrays; mathematics (create the effect of echo); image, sound and text; libraries (speech, sound, play); OOP

I’m more familiar with the usage of the libraries and OOP programming method after the final project.

* Specifically considering your final project: Were you able to resolve your own bugs? What tricks did you learn in the process to help? Did you do any debugging?

A: Yes! I always use print() to check where the bugs are. Also, I tried to build my project in slow, steady and solid steps, which helped me a lot.

* How do you think you'll move forward with programming? will you keep doing it ? How does this relate to other classes you are either taking or wish to take?

A: I’ll take advanced creative coding and interactive installation next semester. I really love this course!

During the winter vacation, I plan to go further in my two projects I made in this class. For the project 1 -moving sand picture, I’d like to use some libraries to help manage those particles thing and focus more on the aesthetic part. And for my final project -help blind cross the street, I’d like to design more levels to play using other programming concepts.

Besides, I’d like to learn more programming concepts from other books, videos and examples, and do a programming challenge every week.