

This class was really great and I found it easy to engage with the projects, readings, and class discussions. I believe that I met, and potentially exceeded, expectations around class participation and project goals. I had only worked with Processing a handful of times before this class and was able to use it to achieve the results I wanted in most applications. Working with Eclipse to create the Processing library and scripting in Illustrator were the biggest challenges I faced this quarter. One thing I believe I can work on is allowing for more experimentation when creating. For every project I had a fairly clear goal in mind. While this was very helpful for completing projects, and I think was ultimately the correct way to approach assignments inside of a class structure with deadlines, etc, I think it limited the potential explorations that a more open-ended goal may have precipitated. Also, a deeper awareness of feature creep is something I am definitely taking away from this course. I have felt that as a user of creative tools and is one of the reasons I got into programming in the first place: I could make my own simple tools that did only the things that I wanted. Applying this logic to my own tool building is something I need to work. I would like to read more theory and push into writing within this field since I am primarily a maker at this point in my trajectory. I find the scaffolding of theoretical ideas to be helpful for cohesion and new concepts inspire new directions for my work.