Des 37 Coding for Designers

Professor: Jiayi Young

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//CHANGE THE WORLD

Why are you taking this course? Why do you want to be a designer? Research one awesome code based project (some Processing preferred), and imagine a project you would like to accomplish someday. We will talk about it and share it in class.

//date

//studentName

//designerName

//Link to the awesome project.

//Describe your project in two sentences.

//How has current affairs impacted your idea?

//Where are you in this?

//Can you see a relationship between your writing and the midterm project? It doesn’t have to have a relationship. Think broadly, not necessarily in term of coding. What would be an overarching broader significance for the way you think?

//In what ways can this writing influence your final project?

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//1/27/16

//Emma Hutner

//Jane Ro

//http://www.janeujro.com/IBM-THINK

//I still haven’t found something that embodies what I am trying to explain. I want to have an interactive experience for museum goers so that they can provide visual feedback on what they have taken away from an exhibit they have visited Think Pinterest, but way less corny. In my exhibition design class, my partner had a room in our exhibition where people could search an image database and contribute to exhibition by projecting images on a wall that they felt spoke to the exhibition. The images would update real time in tiles making a collage of museum goers dialogue towards the exhibition.

//1/20/16

//Madeleine Salem

//Moritz Stefaner and Christopher Warnow

//http://max-planck-research-networks.net/

//I would love to make data visualizations that could help people understand a world issue better. For instance, as an educational tool, there could be a model of the world with all countries outlined. Questions and visual answers would be coded into it. Someone would select a question (i.e “Which countries have free higher education? Which countries have the highest gender pay gap?). When clicked on, the countries that answer the question would be highlighted. It would be a quick way to visualize problems people hear about and would allow people to see the scale of a problem.

//My idea is an educational tool that visualizes global issues. It takes current affairs (such as the gender pay gap) and makes it visual for the audience to get a better understanding of its scale.

//It is sometimes hard to conceptualize information in pure factual form, especially for me as a visual learner. Being told X% of Y is Z is hard to understand in scale. To see this information allows me to process it better, and this is something that benefits others as well.

//For my final project, I want to incorporate cracks (from my midterm) with interactive design and make it into an educational tool (from Change the World) for students.

//january 6th, 2016

//hannahLee

//timothySaccenti and joshuaDavis

//<https://www.behance.net/gallery/Phantogram/14442795>

//<http://www.creativebloq.com/computer-arts/making-magnificent-monochrome-music-video-61412070>

//I thought Timothy Saccenti and Joshua Davis did a wonderful job at creating this unique Phantogram music video. I’ve never thought about using coding and processing to create aesthetic animations for a music video, and the black and white geometrical/trippy patterns worked perfectly with *Fall in Love*. I would definitely love to be able to learn how to code, create, and design a music video for one of my favorite artists.

//Music videos are slowly transitioning to not only be a way to visualize a song, but to make the most unique and interesting video possible. A lot of music videos nowadays are more like short films with hidden meanings. If a music video is unique enough and goes viral, that means more views and more popularity for an artists’ song. More artists and directors are turning to music videos to display their creativity and practice their ability at cinematography. It has become another vastly creative outlet and productive industry.

//Yes I can definitely see a relationship between the two. The subject of my generative design is going to be the Aurora borealis, and my paper talks about the form and fluidity of the beautiful and infamous Northern Lights.

//1/6/16

//Kaly Stormer

//Matt Daniels

//poly-graph.co/vocabulary.html

//The project compares Hip Hop artist’s vocabulary with Shakespeare’s, who “arguably had the largest vocabulary ever”, to see which Hip Hop artists have the largest vocabulary. The code is by Amelia Bellamy-Royd.

//I am very excited about data visualizations and plotting. I want to create visuals that are easy to understand, but convey a strong message and make statistics more impactful.I do not have a specific project in mind, but I am excited about the possibilities. Possibly an app showing the time it takes for water to travel to users from reservoirs and compares it to the time it takes to use certain amounts of water(ex. gallons lost per 10min shower).

//The worsening condition of the drought and climate change in general has impacted my idea. My idea is still focused around current events like before, but informing people of current issues is very important to me.Social issues.

//As a designer, I hope to help inform people and educate using design to simplify major concepts. Being able to make education more accessible to everyone is important to me, and if I can help this process in any way I will be happy.

//2/3/2016

//I do see a relationship between my writing/my overarching ideas and the midterm project. The skills we learned for the midterm will help me to create the data plot points I talked about above. Instead of just ideas I can form practical results with processing. From reading my writing for the midterm, I can see areas in my process that could use improvement.

//Shang Lu :)

//Georg Reil

//<http://www.headroom.ws/serendipitart/?p=402>

//<https://vimeo.com/14117758>

//I always enjoy watching combination of sound,forms, and color. In George Reil’s several projects, he experienced different ways to make sound interactive with forms and color. In one of the project called Midimals, Georg built a multitouch table of music application by using water basin and processing. I was amazed by this design because it is just so beautiful. I like how the color and forms are responding to the rhythm and finger movements. The water wave also adds more aesthetic feeling to the overall effect. Interactive design is a really broad topic, and it often influence our life through different aspects. For example, it can be a simple plugin on the website, and it can also be a exhibit design that you see at the mall. In order to become a successful interactive designer, I believe processing is a tool I have to master because it will enable me to do more amazing design.

//The current design industry is focusing more and more on interaction and finding the relationship between the machines and people. I personally think design is more than just finding that interaction. We as designers need to study these interaction, and how the interaction with machines can influence our way of life. I knew BMW’s new 7 series car has incorporated a motion detector to read and analyze driver’s gesture in order to trigger designated action. I b

elieve it is where interaction design shines since it makes our life much easier and simplier.

//As a person who wants to pursue a career in interaction design, I think learning the interaction between different forms and elements are extremely important to me. I need to find out why there should be an interaction, and how I can interpret that interaction into the real world.

//01-27 -2016

//David Le

//N/A

//<http://www.creativeapplications.net/environment/gad-rc4-computational-design-methodologies-for-large-scale-3d-printing/>

//A group of students researches computational design methodologies for large scale 3D printing. In their studies so far they accomplished to utilized industrial robots for their generative design.

//I do not know of any current affairs that impacted my idea but rather my environment is where I draw my inspirations.

//January 6, 2016

//erinLaPorte

//miralKotb

//https://www.madewithcode.com/projects/dance

//I am fascinated by interaction, whether it’s between two people, humans and technology, or a combination of two seemingly unrelated interests. Like Miral’s project, I’d love to combine my passion for computer-based design with my passion for travel. I’m not exactly sure in what fashion but ideally my audience would be those unable to physically explore and provide an experience seemingly more tangible than looking at a picture.

//1/27/16

//James Kim

//Michael Hansmeyer

//<http://www.michael-hansmeyer.com/projects/platonic_solids_info.html?screenSize=1&color=1m>

//Hansmeyer’s exploration of form through processing is a unique way of approaching design. He experiments with a variety of shapes by programming his design to repeatedly divide itself which makes the process and the end product seem more organic than planned.

//1/6/16

//Justin Wang

//Instaburst

//<http://instaburst.net/> (this fighting game project is mostly animation based but has a decent amount of coding involved)

//I want to be able to design an app that visualizes a certain set of data (no specifics about the data yet). I also want the app to update itself in realtime so it shows the most recent change in data.

//2/17/16

//Alexandra Doerschlag

//Mark McKeague

//<http://markmckeague.com/work/city-symphonies/>

//As designers we are told to see problems as potentials for design opportunities. I see a major problem in the way teachers network across schoolsystems nation wide. There is very little opportunity for teachers to connect outside of their schools and share best practices and teaching models with others. Thus, my product would be a social media platform for teachers to connect and share ideas with other teacher. Sharing lesson plans and even struggles in the classroom with others who have similar problems or struggles may be the key for teachers to feel more confident (especially with individualized teaching) in the classroom.

//The debate about teaching under the new Common Core standards has greatly affected the need for a networking devise for teachers. Under Common Core, most teachers are having to restructure their entire cirriculium to be more individualized and include more conceptual thinking. This resturcturing would be more efficient and worthwile if teachers could share efficient ideas anf teaching methods.

//I think I have a part in this because as a college student, I am the new wave of teachers that will be teaching a new kind of student. Knowing that, I think it is time to create a hub of teachers that can improve our faltering education system and find a way to help all students learn to their fullest potential.

//In terms of the connection between this dream project and my midterm project, both are very modular in the sense that my midterm will focus on modular geometric forms with inspiration taken from skyscrapers, while this dream project is also focused on modular pieces culminating into a larger network.

//ParisPCChumley

//Studio Khara

//<http://animatorexpo.com/girl/>

//I want to be able to design, code and develop a game from the ground up. I've always wanted to learn coding once I learned indie games were a viable option, as opposed to working for a huge game development company.

As of right now, I’ve never felt so sure about the idea and concept I have planned. I am determined to see it through, even if the process tedious.

//1/13/16

//Linda Tran

//Daniel Franke

//http://onformative.com/work/unnamed-soundsculpture

//I want to use processing to group and visualize similarities and differences in the living standards or way of life of cultures around the world using real-time social media updates to draw key words and phrases. Often times, we are absorbed in our own surroundings that we forget that there is a whole world out there facing different and similar experiences.

//My project revolves around current affairs and how “current” often only includes events that are “relevant” to our own immediate environment. We often do not hear stories that are big and happening all around the world and so there is a disconnect. We tend to hold a narrow perspective with the rest of the world as our blindside. We only know about big events like the Paris attacks or events that somehow involve us. There is a plethora of news and recent events that are significant that we do not hear about. Drawing information from social media allows news that is trending from the public and not only from news outlets that can be biased or one sided.

//Nick Yoon

//Mike Winkelmann

//beeple-crap.com

//My project is to effectively and realistically communicate what I see through photographic landscapes to graphic design. I hope to bring the world of classical music to a new age of graphic animation that is unique but also historical.

//madeline chen

//Nerea Calvillo

//<http://intheair.es/index.html>

//I hope to be a part of a project that challenges a prevalent issue in our society; for example, “In the Air” is a visualization project that proposes a platform to promote awareness to the invisible agents of Madrid’s air and how they relate to the city. I want to challenge the norms of information design by integrating new, interactive, and three dimensional models of information that effectively communicates and solves the problem proposed.

//I am taking this course because I am interested in the overlap between computer science and design. I want to be a designer because I enjoy solving problems - I like being given a specific constraint and utilizing my ideas and skills to surpass the standards of the problem solution.

//Bikesh Maharjan

// Yunsil Heo, Hyunwoo Bang

// <https://processing.org/exhibition/curated_page_10.html>

// This is Yunsil Heo and Hyunwoo Bang they invented Oasis for people, where they can feel nature, find life forms,and interact with and create virtual worlds.

// I am taking this course because I have always wanted to learn coding and use it for my art and designs. I hope one day by mastering the processing tool that I can help to design something useful and get people connected with the virtual world.

//Kenji Santillan

//Daniel Buschek

//<http://www.openprocessing.org/sketch/52849>

// I’ve always enjoyed interactive art with mixtures of color and touch. With being fascinated with the music festival scene, I hope to one day create a colorful, impactful, and interactive light show that flows to the rhythm of the music with the touch of a button or through the motion of your body.

//Kari Kiyono

//Minimaforms (Edward Ihnatowicz, Gordon Pask)

//<http://minimaforms.com/#item=petting-zoo-frac-2>

//This interactive exhibit stood out to me because it combines my interests in sculpture and exhibition design in a way that could potentially change how natural history museums and other attractions showcase living things to their audiences. In this “petting zoo”, robots are programmed to react to the physical touches from the audience in ways that mimic living creatures in order to elicit emotional and engaged responses from viewers.

//Jonathan Hawley-Peters

//Jane McGonigal

//Inspiration: <https://www.superbetter.com/>

/\* Current:

2.24.16

Learning games are the primary means that I can see myself use to make life better for other people. This kind of game is the first thing that comes to mind when someone asks me how I want to change the world. Last quarter I made a pretty cool learning game in Unity (an IDE) with a four person team.

Right now, with a three week deadline, a three person team, using technology I am less familiar with, I feel that making a game that is purely intended to be fun and pretty is in scope. What I’ll be taking from my CTW writing going into the final project, is the fundamental belief that people should have fun with challenges that they’ve chosen to engage with.

All my [CTW Writing](https://docs.google.com/document/d/1FeVEnsJKa4-V-KxR6yEeXmXEjt8juPdwEC7pSwsM2IY/edit?usp=sharing)

\*/

//Charles Mak

//Gabriele Cirulli

//<https://gabrielecirulli.github.io/2048/>

//Interactive design/media is something that is really appealing to me. I think being able to interact with a design adds a different level of depth and connection to audiences. The project I looked at is the game 2048. It is a matching puzzle game that utilizes four directional keys where the goal is to match up tiles until the goal - 2048 - is reached.

//2016.01.11

//Belinda Huang

//Sushmita Subramanian

//<http://www.lumosity.com/>

//I’m taking this class to become a warrior in this war against ugly design in both the physical and virtual worlds. My project of choice is Luminosity, a beautifully designed brain-stimulating series of games that trains areas of reflex, attention, memory, and mental flexibility.

//2/15/16

//EthanCaudillo

//Zeptolab

//https://www.cuttherope.net

//Processing allows imagery to dictate the UI of an application on a phone or tablet. The game, while the objective is fairly simple, includes a lot of visually appealing characters and background that doesn’t distract from the game’s objective. It contains characters and designs that aid the environment of the game.

//The design of the game is important because it needs to be understood by an audience starting from young ages.

//User Interface is important when trying to get users to understand what to do once they open the app or game.

//February 3, 2016

//Isabel Bagsik

//Jono Brandel

//<http://works.jonobr1.com/Patatap>

//Change The World update

//Now that I have had a few weeks to learn some more processing, I have another idea to possibly “change the world”. I definitely would want to somehow benefit and help out the FilAm community, that can often go unnoticed and unhelped. A huge issue within Asian American communities, such as the FilAm, is the stigma regarding mental health. I would want to create some type of website or app that would appear friendly and unthreatening, and guide people through symptoms that explains what they are going through, and the best suggested steps they should take to take care of themselves. It would also showcase the stats and percentages of FilAm people that suffer with different health issues, such as depression or bipolar disorder, and with user friendly visuals and information design, as well as code to bring up data visualization of how many FilAm suffer through different health issues, can hopefully shed light and demystify mental health and getting help within the FilAm community (in the U.S./outside of the Philippines). Where I find myself in this project, which I am still interested in, is that it is something personal to me in my cultural identity. The relationship I see between my writing and midterm project is that I am forcing myself to think outside of the box, and imagine something that I cannot clearly understand yet. I think even with very beginner knowledge of processing, it allows me to think as creatively and imaginatively for solutions and ideas. From there, I would just need to find resources and understand techniques to allow me to achieve those visions.

//January 13, 2016

//erinLaPorte

//Change the World Update

//Processing is proving to be quite hard for me so I’ll have to adjust my plan of programming for those unable to travel. I’m thinking along the lines of a California Adventures type of entertainment so it seems more interactive and realistic as opposed to looking at a travel guide or book of maps. In addition, I would use Processing more specifically to align sights with viewer’s interests. I want their passions to fuel mine.

//January 27, 2016

//Brandon Yung

//Strahan McMullen & Bryant Jow

//<http://brand.uber.com/>

//A simple project that I aim to accomplish is to create some stunning visuals using coding and being able to incorporate it through websites. I’d like to explore 3-d motion graphics and animations in particular and sync them with audio.

//1/13/16

// edit 1/25/16

//Anastasia Brandusa

//Keith Peters

//http://www.artfromcode.com/

// Peters’ work is a perfect example of what I want to accomplish. My goal is to create aesthetically pleasing and functional web design, and working with code can help me accomplish that.

// The only reason I’ll need code is to improve my web design skills, thus I want to implement my knowledge of code to create beautiful websites.

//Current Affairs: I come from a different country, hence I am interested in its current state in economy and politics. It would be great to design a web site as a social project. Where people from other parts of the world would see the conditions in which Moldovans live.

// My current process consists mainly of this idea, and ways in which it would be possible to deliver it.