

Emma Beldick

40319166

Professor Pippin Barr

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Pre-Reflection

My experience with programming has not been for a long time as I got interested in programming during my first year at Dawson College in the Interactive Media Arts program. During my time learning programming and creating a tangible, interactive form has given me the opportunity to learn and express creativity such as learning how to program a microbit to make a piece of artwork react and move or have it generated something through what is imbedded in the coding/program. When I was given the opportunity and liberty at Dawson to create art piece whether it be a video game or art installation, I can chose what it should do or how it should look like and be really creative and have a lot of thought and can translate to other people what the work is trying to express. Using Unreal Engine for example gave me the opportunity to not only program a game of my desire but I can also creatively design an environment or situation that reflects the intensions of the game or how you intended to or through of or got inspired by something you have seen or heard. I got to be able to express what I wanted the game to look like by tweaking with light or how the environment and it can be easily translated so that whoever is playing it can understand and be immersed in the environment.

The three examples of creative programming are primarily video games that I have gotten the opportunity to play and gain inspiration or admiration from are Portal 2, Superliminal and Spiritfarer. When it comes to programming for portal 2. The developers intended how the puzzles implemented can be interacted and solved by giving a visual overview of the room, and it allows the players to solve the puzzle based on what they have seen. And, having programmed how the game implementing a narrative story that goes along with the environment and dialogue you have programmed to happen at a certain point. The role of the programmer in this case has left the impression or the intension that throughout the journey, you not only discover what had happen during the first game and also reveal some crucial information of a main character that the programmer intended to have the antagonist is left in a vulnerable position and is working with the person they claimed to hate and want to permanently get rid of and has to work a long side them to go back to gaining control but to realize that they were once human and was forced to have their consciousness put into a device and is basically immortal, the programmer had intended to make the antagonist a backstory that would have the player feel empathy and

see them as human and understand why they become who they are and taught that solutions to a problem is often the easiest which is letting it go instead of holding on to them.

When it comes to Superliminal it is a part of the same genre as Portal 2 however it has a more different approach. The game is programmed to make the player not only be immersed by the environment, storytelling and visual, but it is programmed with the intention of making you feel like you are lost and requires you to think outside the box and regain a sense of control. The programming in Superliminal leaves an impression by initially guiding the players through straightforward puzzles then later presenting more challenges that demand creative thinking. The game's climax reveals that these experiences were carefully crafted from the beginning, with the voice acting implemented that confirms that it was an intentional design. The game's impact is particularly profound in its last moments, where the transition from guided instructions to self-directed problem-solving, the role of the programmer reinforces the player's sense of control and encourages unconventional problem solving. The programmer gave you the skills and knowledge of how to solve the puzzles and gradually shifted responsibility to the player requiring them to use their acquired skills and knowledge to tackle more complex puzzles.

And lastly Spiritfarer, after thinking through the past games I have played or am currently playing, I have chosen to write about this game which was developed by an indie company based in Montreal. I heard of this game during its rise in popularity back in 2020 and got to play it a year later. The role of this game's programmer intentions is around a sensitive and difficult topic to navigate and must be carefully shown and programmed to be respectful and have a base of empathy. The programmer making a game on dying and letting go is personal to everyone and touches on showing that through visual narrations and guidance. Giving the player the opportunity to connect the character and know the backstory of the characters than having them leave and teaching the player a lesson of how keeping memories, not taking life for granted, showing appreciation to those around you and that your actions leave a positive impact and that sometimes some unexpected disappearance leaves you with no answers to why or how they left. The role of the programmer uses the tools to narrate visually a story that can be intended to help those that struggle with letting go of those who lost someone dear to them and shows them the importance of keeping the memories alive and that everyone that has left you gave you a lesson to remember and to use with other people you'll meet down the road.

A dream project that I would like to be able to create eventually through creative programming is a game that would leave an impact on the player, where I could through programming have the game have the intention to give the player a feeling of importance or

a realization that can be applied to real life through creating a story that would be told through the events of the game.