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CAP3032

Final Submission Document

In a sense of critical analysis, my project has had its ups and downs. Viscerally, my project is very simple and clean. The simplicity of the project itself gives an air of cleanliness and quality to the project. The project, unfortunately, does not look polished and professionally developed. This is partially due to the amount of work I was able to put into it. I underestimated the amount of work that would need to be put into the project itself, and thus I came to have a simpler idea than I originally anticipated. In the behavioral sector, interaction has gotten better. The user can scroll over the points on the graphs with the mouse to see the country's abbreviated name, and they can change the displayed graph by pressing the numeral buttons. The project should be fairly easy to use, once the user has idea of how it works. The user can see the change in size of the points, as well as see the change in placement once a new graph has been selected. The interactions are smooth, if a little less intuitive. They are fairly polished, though not professionally developed. In a reflective light, my project can show the user the impact the web has on countries in the world. Through a few different lenses, the user can see how much the internet has begun to impact countries around the world, and see how much some countries try to fight the impact. The project is simple and not very compelling visually, but it can get the point of its message across. Its view on the web's impact around the globe could spark interest in why there are restrictions in some countries and why the internet is easier to access in others. It feels like something that would be available for free, as a reference for things like research.

Looking at this class in review, I've found that I enjoy Processing as a programming language. Its simplicity and fairly easy workings make it a very approachable language. My

favorite methods in Processing have to be the color fill and text methods. These methods make things fairly easy to present in a visual way without having to resort to all the programming that usually goes into making a GUI. The difficulties I had through the iterative development process were mostly self-inflicted problems. Things like not taking the scope of the project into account and waiting until I had very little time left to actually work on the next iteration were mostly my doing. This is a fault that I needed to see, and now that I have, I can begin to work on being more proactive about my projects. I have learned many good things in this course, but the most valuable would have to be how to use Processing as a visual tool. It's a great tool to take advantage of and I will make sure to use it in the future. As I approach my next few projects, I will take the lessons I have learned here to heart. I will begin to be more proactive about my projects, and not wait until the last minute to start work on them. This will be crucial as I go from being in the academic arena into the 'real' world.