

Exercise: Reflection

Throughout this semester in CART 253, I have grown to really enjoy programming and especially the creative side that it has opened up for me to explore. Coming into this class, I had never done any kind of programming or digital art before; it was definitely a steep learning curve. I have always enjoyed making projects and creating something from my imagination, but I never pictured myself being able to express this side of me through a computer. My favourite part of programming so far has been to create interactive games such as the one I've been working on since the first project. I am very proud of myself for making a video game that I was able to share with my friends and family. I really enjoyed making the game because I had a clear vision of what I wanted it to be like and I felt like it was a challenge, but also something I could achieve if I put in the time. I worked on the game whenever I had time, and it was a fun project to have on the go to fuel my creative side. I submitted the first version of the game for my first project, and I am making a second, better version, for the second project.

The biggest challenge has been keeping up every week with the new material and new ways of writing our code. For me, it got harder and harder throughout the semester as more techniques were added to our knowledge of coding. I think if I have more time to spend on getting proficient in the different programming techniques, I could start to enjoy it even more. The most difficult part for me has been learning how to use arrays as I find it hard to understand the idea as a concept. I understand the function of many different techniques we have been using, but sometimes I think a deeper understanding of what they really mean and how the computer reads them would be helpful for me. I understand that using arrays makes my program more concise and less repetitive and I see that this is very valuable when making complex projects. Using the lecture notes and videos, I am in the process of understanding arrays more in hopes of making good use of them in my final project.

This class has been a refreshing change for me as a Philosophy major. Most my classes are very theoretical with long lectures and essays. This class has given me an opportunity to take a break from thinking in this theoretical way and actually make something and be creative. For next semester, I would really like to be enrolled in the next class to continue working on my programming skills. I think if I take a break from it now, I may never go back because I am not good enough at it yet to make it a fun hobby. If I were to get into the next class, I would try to work on challenging myself to make more projects that I could put together as a portfolio. Potentially, if I continue to enjoy computation arts, I would be very interested in doing the Minor at Concordia and later on working for a company as a digital designer. This is just an idea so far, but as it is difficult to find work in the field of philosophy, I appreciate having computation arts as a skill that I can potentially use in the future.