

Jordan Lobasso

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Pippin barr

Before and after this course, I would say my programming knowledge would change from a beginner-average level to now an average-amateur programmer, so let's start with before the semester started, I was a beginner in programming, thanks to my courses at Dawson college, they taught us everything we needed to know about [p5.js](#) they taught us the basics of [p5.js](#) and we specifically focused on making generative art and cool interactive art, so when i saw the first half of the week i noticed that it was similar to what we learned at dawson the only difference is that, at dawson we learned interactive and generative art but here we are focusing more on making fun little games which was a total shock because i did not know [p5.js](#) had the capabilities of making a game, during the semester my programming knowledge was expanding I was learning old things i've seen previously and new things that i have never seen at all for example the data storage section or the JSON was something completely new, instead of putting the dialogue inside the javascript with everything else our teacher (Pippin) showed us a way to store the dialogue inside a JSON and call the JSON so that the dialogue can work. Another thing that I found interesting during the semester was how Pippin made us organize our code so that it is simpler to find and is readable. Before this, I wrote code that was all over the place. Obviously, it was organized so the code did not break, but it was still a mess to read and trying to get used to this organization was daunting at first but the more we continued through the semester the more I learned to keep my code organized, for example instead of drawing everything inside the draw function we had to make the functioncDraw code separate from each thing we wanted to draw like "Function drawFrog" or "Funtion drawFly" this allowed the drawing function to still work properly and organized our code so we know what was what instead of

scrambling to know how we made the frogs body and where it was inside the code, this really helped me get into the habit of organizing my code so that it can be as readable as possible. One last thing was in the middle of the semester, during week 7 to the final week, I kind of forgot how some of the coding work, like arrays and functions and the others from there. This was because I hadn't coded in a while before the semester, so my mind did not register what these were. I remember doing them at Dawson, but I just don't remember how to do them. It was terrifying at first because our final kind of needs to have these, but at the same time, if I were to take my time and re-learn them, I knew that everything was going to be alright.

My coding knowledge could use some improvement; stuff like variables, conditions and events work well for me. The challenges were fun to do, and at the time, simple enough to learn so that it could work; however, this was during the first half of the semester, my knowledge on [p5.js](#) was at a beginners level so i understood these alot easier then i did in the second half of the semester where stuff like functions, arrays and the rest were there but a bit hazy to remember. Once we got to the functions challenge, it felt like my mind had erased all knowledge of the subjects that we learned so far. At first, it was scary because I didn't know the stuff, even though it was familiar, I just could not remember how they worked. Obviously, I asked for help, and slowly from there it started to look familiar again. For the next semester and onward, I can't just go off of memory. I'm going to need to practice more so it stays with me. If I get something new to do, I can not let my memory carry me; I need to know how to do it based on what I did. So from here until the new semester starts, I'm going to practice more than I usually do so that my other projects look better than the ones I did now. If I am going to pursue this as a creative practice, then I will definitely need to stay on track with the coding scene as a whole. For now, I will continue my practice with JavaScript and from there see where it takes me. I can probably find new ways to incorporate JavaScript ([p5.js](#)) coding into stuff like HTML websites or make

one big project that is solely on JavaScript ([p5.js](#)). Either way, it's all about trial and error and practicing until it's perfect in your eyes.

My future as a creative coder can be better. I was a bit satisfied with what I created; however, it can be better. I'm going to need to practice a lot if I am going to make coding my future. I need to know what I am doing; I need to continue perfecting my knowledge on the coding scene. If I'm going to become a game designer, then I will have to focus on design mechanics, characters, the layout of the game and maps, and anything else that can improve the game that I am going to make in the future. But if I'm going to become a game developer then my coding skills need to improve. I need to learn how the industry functions. I need to learn how I am going to make a game that people will enjoy. I like people having fun with what I made. But I cannot be doing the same thing over and over again. I need to evolve, I need to improve on what I learned during this semester, and I need to see the mistakes I made and think about how I can make those mistakes into improvements. I want my ideas to be made into reality, but if I can't provide a way to create them, then what kind of creative am I? With enough patience, determination, and a good working ethic, I believe I can make something out of my creative process and become a greater creative and coder as a whole.