# Courses (done)

## Writing

**X Writing with Style:** general practices for writing better.

**X Latex:** how to use it

**X Latex Math:** how to use all its math functionality

**X Grammar:** a basic overview of how the English language works

## Visual

**X Typography:** in-depth course about typography

**X Graphic Design:** in-depth course about graphic design

**X Colour Theory:** not complete, but good enough intro to colour theory

**X Drawing:** very in-depth course on drawing, just a shame I can’t actually draw that well

## General Knowledge

**X Chess:** actually quite good.

**X Foosball:** also fine.

## Audio

**X Singing:** general practices for singing well.

**X Songwriting:** about how to compose and write songs

**X Recording:** about recording audio

**X Music Mixing:** tutorial about mixing into final track (and mastering)

## Programming

**X Learn to Code:** smooth introduction to what programming means (using my Bamboo language).

### Website

**HTML, CSS, JavaScript, Advanced Javascript, PHP, SQL, Canvas, SVG, SASS**

### Games

**Phaser:** outdated, bad in general, should really do something better for this.

**Threejs:** never even knew how to use this, so surely this isn’t great.

## Life Skills

**X Fitness & Health:** fine in general. But could be more in-depth, with the knowledge I have now, and more stressed how important it is.

**X Personal Hygiene:** also fine in general, just a bit … weird.

**X Productivity:** a general guide about *getting stuff done.* Actually *applying everything you learn from the tutorials.*

**X How to Learn (Anything):** title says it all

# Courses (to do)

## Writing

**Markdown:** just the basics of writing in markdown

**Writing with Style:** EXISTING, but could be much improved to add tips for short and clean writing. Also, better title. => This one is about the *language usage*

**Writing better stories:** everything I know about how to plot, write characters, finish novels, etcetera => These ones are about *storytelling*

Nah, split it into *multiple* courses. Easier to write, easier to digest, it’s such a huge topic. => World building, Characters, Plot, Drafting, Action scenes, Mysteries, etcetera

**Dutch:** maybe one about learning Dutch?

**Guide to self-publishing?**

**Discussion on workflow/software?**

## Visual

?? About using vector software? Vector illustration?

**Pixel Art** seems a good one. This category could mostly use tutorials on specific *styles* and *tools*. As “graphic design” and “drawing” already did the basics that apply everywhere. => Would also be able to include a **nice tool for drawing pixel art** (right inside the browser)

**Icons & Branding (yes!)**

**Usability**

**Film/video stuff** would also be part of this.

## Audio

**Music Theory:** general *practical* guide to music theory?

## Programming

**Programming Principles:** tips for how to program *well*

### Websites

**Hugo**: how to get started with Hugo and why static websites are amazing.

**Command Line**? **Git?**

**TypeScript:** why it’s great and how to get started with it. (Not sure if it should be part of *games* though.)

### Games

**Phaser:** EXISTING, but should update and improve.

More **specific** tutorials on creating games? Like “how to create a platformer”? Nah, don’t think I’ll ever have the motivation to make that. Instead, create general courses like

* **How to structure a game project**
* **How to design great games**

**Babylon.js**

**Defold Game Engine**

**Orx**

**Lua? Love2d?**

**Bevy!**