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CART 253

December 3, 2024

Post-Reflection Assignment

At the start of this semester, I only had a basic understanding of JavaScript. At first, I briefly knew about arrays, for loops, variables, booleans, event listeners and functions. During the time I had learned all of this prior to taking this class, I had a lot of difficulty understanding JavaScript, and it was one of my main weaknesses coming into the program. Conceptually, JavaScript didn't make any sense to me, as it typically operates as backend code rather than being used specifically for any design or visual element. My own personal coding background consists mainly of HTML, CSS and WordPress, which are more visual and design oriented. I also tend to lean more towards my own graphic design background, as that is the field of design is where I tend to specialize. Therefore, it was more complicated to learn about functionality and theoretical aspects of JavaScript and everything else that came with it. Back when I was studying at CEGEP studying web design, there wasn't any JavaScript code that was needed to be implemented into our web projects for the most part. Our college professors would simply give us some JavaScript code to copy and paste into our assignments and projects. After this semester, I have a more expansive knowledge of JavaScript, albeit there are still some specific things I have difficulty understanding. I've learned p5.js for the first time, and I had a better time learning and understanding

JavaScript language as a result. It helped me to visualize and conceptualize code that was necessary for me to learn and to develop my knowledge about JavaScript. Specifically, I learned about the draw function and how I can draw basic visual elements on a canvas in p5.js, and I also expanded my horizons on JavaScript at the same time, such as implementing musical functionality across multiple projects, even ones outside of this course in particular.

As a result of the new programming knowledge I've developed, I believe that I'm able to creatively express myself further through more repetition and practice. Now I can utilize p5.js and add it to my pre-existing repertoire of skills that I have developed over many years of coding that I've had. P5.js has helped me to understand how to add graphic elements to a canvas, such as basic circles and various shapes of which I have grown very comfortable with and create those elements through the draw function. However, I am interested in learning how to add custom sprites and images to the canvas in order to replace the aforementioned shapes. I believe this would be a useful asset for me to give my elements more detail and personal expression and to further explore the overall idea for any project that I have in mind. Alongside p5.js, I've been able to get a full understanding of the role of functions. This has enabled me to better organize my code and get a clearer understanding of what everything is doing. With an improved structure of my functions and code, things start to make more sense to me, as compared to before where I wouldn't understand the placement of functions and their role within the code. I have also developed a better understanding of event listeners, something that I had a little bit of previous experience

with. Whenever I used event listeners in the past, I would just be using a general event listener up until now that didn't target any variables. This semester I was able to learn about targeting variables and specific events inside of the event listener, which I didn't have any previous knowledge of. This made things that I wanted to do for my projects this semester much less complex. Despite learning all these new skills and becoming comfortable with them, I am still yet to fully grasp the concept of implementing the for loops, if statements and putting the correct variable inside of the right function. These were probably the most challenging aspects of my coding experience this semester, as if I had simply placed some of my code inside the proper corresponding function, I would've ultimately had a lot less issues with my code, however, with the help I received this semester, I was able to remedy it in the end.

Developing myself as a creative coder has made me gradually evolve my skills over time, especially now that I am constantly adding new skillsets to my repertoire. I believe that I am still at the start of my creative coding career, considering there is so much to learn about coding and programming in general. There are a vast number of languages that I still haven't learned yet and programs that I am still not familiar with. I hope to learn these skillsets in the near future. My understanding of creative code hasn't changed too much since I started the program, simply because I already have a background in HTML and CSS which taught me the basics of how to be a creative coder. It has changed slightly since then however, as I now have a broader understanding of creative code now that I am starting to use multiple programs and languages, while adapting any previously learned

skills as I move along with new concepts and platforms. As for the future, I want to create better games and to master the techniques that I have learned about this semester. I think that mastering this base level of knowledge will help me a lot going forward and I hope to be able to code and develop work that I will be proud of one day. Utilizing p5.js and JavaScript going forward has been something that I eventually want to master, so I hope to create projects that I can continue to add to my pre-existing portfolio that will reflect my mastery of key skills such as arrays, for loops, if statements and booleans, functions, variables, conditionals and many more assets that can guide me to becoming a better version of myself and a better creative coder.