Post-reflection Assignment

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At the start of the course, my knowledge of JavaScript was almost 0. I only knew some very basic elements, like console.log. I was familiar with Visual Studio Code and linking files together because of previous website classes that I did in cegep. However, we didn't really learn JS. Most of the JavaScript used in my projects in cegep was either given by the teachers or they would let us use code from the internet. Before starting this course, I was worried that I wouldn't be able to learn JavaScript because when I looked at it on the internet, it seemed difficult. Even though I was determined to learn JavaScript, I could write my own code for my websites. That's why I am really happy I took this class,even if it's another type of JavaScript, I want to learn all of them.

Now I know how to illustrate only with p5js using functions like rect(), ellipse(), line(), triangle(), and I can experiment with placements and sizes to add more details to illustrations. I can create animations by adding speed to positions and interactivity with mousePressed(), keyPressed(), and mouseDragged. I am also able to tell a story with p5.js using arrays(which I really like). I know how to make my projects more unique by integrating my art into p5.js projects. I have learned how to write cleaner code with less lines, but I think I still need to work on it. I also feel more comfortable reading other types of JavaScript, even if I don't understand everything. The biggest change for me is

being able to write my own code and create different types of projects (I still sometimes need to look at examples for certain parts of codes). I am also much better at finding and fixing mistakes in my p5.js code, even if it still takes time. Overall, I feel like I am advancing well. I feel the relation between my programming knowledge and my creative practice has become much closer. Before, although I enjoyed coding websites and designing them, which is a creative side, I still thought that all the other languages were just more logical. I never imagined that JavaScript could be related so much to creative practice. Now, I feel excited about using p5.js in other creative works.I would also like to experiment with how I could integrate it even more into my creative work. I am comfortable with arrays, functions, data, and events. However, I still find conditional, loops, debugging, and simplifying my code to be difficult. I want to improve these skills to be comfortable with, so I can write more complex code. I know that it would take time and practice to be fully able to master these aspects of p5.js. I need to continue practicing my coding skills. I plan to create a p5.js project from time to time, adding extra challenges and working on the aspects that are outside of my comfort zone. I will also try to use p5.js in school projects whenever it's possible.

Now I see code not only as a technical tool, but also as a tool that can be used to express my creativity. It's like a combination of logic and imagination that allows me to bring art to a new level. Especially now that technology is everywhere, finding new creative ways in art is important. With p5.js, I can now create multimedia projects where I can integrate graphics, audio, and code to do which opens a new door of creative discovery.

Now, I have a completely new perspective that I really like: using programming to make my art more interactive. I have always been passionate about art and illustration, but I have also been interested in coding and logic. For a long time, I thought I would have to choose either creativity or programming because it's almost impossible to find a school program where I could learn both of these interests at the same time. However, now I realize that it's possible to be in a program that includes both, and to make a project where art and coding can help each other to make a project even better visually and interactively.

As a future creative coder, I feel that I have advanced a step and have more confidence in myself for taking on a role like this. However, I think that I still have many steps, and I feel like this is the beginning of my programming journey. As I said in the previous paragraph, I still need to get more comfortable with certain aspects of p5.js. I would also like to go deeper into programming and learn other languages like Python and C++. I am willing to learn any other language.

My understanding of code has changed a lot since I had this class. Before, I didn't know that JavaScript could be used for making art or for creativity. I always thought it was only used for creating experience without being creative, which couldn't be done with HTML

and CSS. I equally didn't think that one day I would be able to write my own code in JavaScript, and I am really happy to see how far I have improved.

In the future, I am really looking forward to being able to do various things with coding and not focusing on only one specific thing. I want to do some experimentation projects that would help me to discover myself more in creative coding. I would like to find a new way of creating both digital and physical comics, and use creative coding to make both of them more interactive, whether adding audio, movement, lights, or other elements that make reading comics even more engaging. I am also interested in being able to do highly interactive websites with JavaScript, especially with parallax, Intersection Observer, and unique animation effects. I also want to explore making 2d and 3d games and working with coding and sensors.

To conclude, I want to keep exploring new ways to integrate creativity with any new programming knowledge that I will learn in the future. I would like to see how far I can go and what kind of creative projects I will be able to make.