

## Part B:

For the past decade, the lack of access to education for girls in Afghanistan has become an increasingly significant issue more specifically as the Taliban usurped the nation in August 2021. I created a coding project that aimed to emphasise this issue and the demand for further access to education for girls in the country. I want to express my cultural identity and engage with the issue of girls' education on a profound level as I feel that as an artist and as a woman from the Afghan diaspora with the privilege of living in a safer country and being able to have an education, I should use my practice and artwork to raise awareness for the plight of women and girls in Afghanistan. By incorporating coding into this project, I was able to create an interactive artwork that was able to communicate this issue effectively and more dynamically. Yoshitomo Nara, is a Japanese super flat artist known for creating drawings of often young children depicting sinister realities of the world usually promoting the message 'No War'. Afghan rug was created by artisans in Afghanistan as part of an NPO MOGU Village project for Nara to provide opportunities for artisans in Afghanistan (Nara, Y. 2008). I was inspired by Nara's use of his contemporary designs and weaving with the traditional craft of rug making, especially by recruiting artisans to create these rugs thus providing them with jobs. Inspired by Nara's use of both traditional and contemporary methods of design, I wanted to use illustration as a method of raising awareness for women's rights.

In order to start coding, I created an illustration that portrays an Afghan schoolgirl holding a book inscribed with the phrase "Education for Girls" written in Dari, one of the main languages of Afghanistan, which initially shows up at the beginning of the code. Furthermore, when the mouse is pressed, another illustration with motifs and colours prevalent in traditional Afghan architecture and artwork pops up with the statistics depiction of data collected by Save The Children organisation which states that '850,000 secondary school girls have been unable to go to school', as the mouse has been let go the screen goes back to the initial illustration of the school girl (Save The Children

2022). I used the mouse-pressed function specifically as I wanted the audience to interact with the piece of work thus ultimately raising their awareness of the issue. At first, I wanted to incorporate text within the code instead of an image that would come up, however, I was unsuccessful with incorporating that in my code effectively as at first it would not load and I think it was to do with an error of placement of the code which ultimately resulted in having to add another image file within the code and using a conditional statement and an event to differentiate the images in the code. Similarly, I also found it difficult to create text that would work aesthetically with the code thus, I used an image of text I created with traditional motifs which I thought would fit better aesthetically in the piece. This coded piece of work not only represents Afghan women but also highlights the universal message of empowerment through education.

Furthermore, through editing and experimenting with the code, I was able to gain a better understanding of the algorithm and how a change in one part of the code can affect other aspects. The process of coding allowed me to gain insight into the relationship between various parts of the code and how they interact with one another, especially through using conditional statements such as “if”, and “else”.

Based on my initial Idea I had to change certain parts of the code that either did not work or fit within the aesthetics and interface of my final product such as the text function and ‘for loop’. As a result, I had to adapt and reference back to the lectures and lessons of this unit to find ways to make this piece work, elements such as ‘mouse-pressed’ helped with this aspect more proficiently. As well as, I want to further explore and expand on this project and add another interactive element that can elevate the piece that will have a different function, such as stacking more of the images and creating a pattern-like effect that will elevate this piece further. As I continue with the course, I aim to explore and utilise coding and creative computing further in my personal and professional practice further.

## REFERENCES:

Nara, Y. (2008). Yoshitomo Nara Afghan Rug. [online] 3WhiteDots. Available at: <https://3whitedots.com/products/yoshitomo-nara-girl-riding-on-a-plane-afgan-mini-carpet-rug> [Accessed 1 Feb 2022].

Save The Children (2022). 80% of Secondary School Girls In Afghanistan Missing Out On Education. [online] [www.savethechildren.org.uk](http://www.savethechildren.org.uk). Available at: <https://www.savethechildren.org.uk/news/media-centre/press-releases/majority-of-school-girls-in-afghanistan-missing-education> [Accessed 31 Jan 2022].