Amanda Wu

Self Assessment

I do feel that I learned a lot more after midterm. I learned so many lessons not only in class but also beyond those courses. It was still a little bit hard for me to catch the speed of class, yet learning syntax and structure became easier for me after I learned to spend more time in managing my time and evaluating myself. There was a period of time I began to observe others' works and compared them with my own works. Yet what I did was just admire their accomplishments without expecting any improvements of my own progress. I was lack of patience and motivation in learning programming, and I was afraid of asking both professor and classmates questions. I tried to solve problems by myself but I always failed to achieve so. I realized that learning how to manage time properly is such a crucial and necessary thing that we all have to strive to do. Without time management everything would eventually get into a mess. So I am very glad that I learned to manage my time in my ideation and prototyping class and I am grateful that I am able to apply what I learned into creative coding class. I do achieved several things. I learned to look specifically some pieces of work from my classmates and others in open processing when I was stuck by my final projects. I got plenty of inspirations either from their ideas and codes. Honestly, looking through others' works and trying to write a similar piece of work help me a lot. I spent a lot more time in actual programming, even though some codes I tried to write were redundant. I learned to ask classmates questions. I really want to thank Michelle. When I was confused since I could not find a way to switch different scenes, she helped me a lot. Then I was able to create an int value, and in the if statement I wrote : if (key pressed ==true) then I can increment the int value that I created (e.g int value++) and then in my draw loop I can code it so that when int value is a certain number then a specific scene will play.

So for OOP, at first I was not familiar with it, and the majority of my code was consisted if simple structures and syntax. Yet when I worked for my final project, I found it is a super convenient method that I am able to pass different parameters and

values in a set of existing codes to make them become unique. And I am able to change and vary those objects just by changing different parameters and int values. For my perspective, OOP uses more objects and classes to form a set of codes, and procedural programming is more straight forward without any shortcuts. So specifically considering my final project, I created more OOPs like “ depression” “ depression2” “ Face” etc. Through looking others works and references in processing references I learned to use vector and apply force to control my black ball. I did have a break through. At first when I finished my ten scenes, I tried to add sound into them to create a better atmosphere. Then I failed to do so because the processing said it is unable to find sound libraries, so I tried every methods including download sound file library. Finally after searching online I found an extremely new way to play my music : using "import ddf.minim.*” and set up a void stop function to close loop.

What surprises me was that when I successfully combined ten scenes into one sketch, I felt very happy enjoyable. Maybe this is the charm of programming. I think I will keep programming, yet, honestly I will not keep programming in this way, probably I will combine my programming into my videos or pictures like photoshop to make it more attractive and interesting. So this does relates to the class I took like still and moving images, in which I took many pictures and shot many videos for assignments and vlogs, so I think I can apply some of codings into it to make them unique and charming.