<https://github.com/hughsk/boids>

→ <http://hughsk.io/boids/>

<https://github.com/jrhdoty/SwarmJS>

<http://www.tetramor.ph/swarmAI/index.html>

<https://p5js.org/examples/examples/Simulate_Flocking.php>

<http://swarms.cc/projects/TrailsII/>

<http://www.playfuljs.com/particle-effects-are-easy/>

<https://mattbierbaum.github.io/moshpits.js/>

<http://samsy.ninja/>

<http://samsy.ninja/wire/index.html>

<http://ivxvixviii.io/>

• a description of the short performance you prepared to present you and your talents

• a description of one workshop you can animate for the others (please include material needed, time and expected level of participants)

For the performance, I can try out a couple of the interactive visualization web apps I have worked on and the code behind them. They are mostly particle systems which react to audio.

For the workshop, we can do a hands-on session on using web-based audio analysis and animation tools like

**- p5.js** (<http://p5js.org/>), its sound library **p5.sound**

**- dat.gui** a small controller library for the browser ([http://workshop.chromeexperiments.com/examples/gui/#1--Basic-Usage](http://workshop.chromeexperiments.com/examples/gui/" \l "1--Basic-Usage)).

I am not sure how long the workshop may be but if we have time we can over some javascript libraries to create rich particle behaviors just as swarming and flocking and have them dance with sound.

The materials needed would be a laptop running any OS with a decent processor and a browser. I expect the participants to have some interest (and little fear) of editing code. Some familiarity with HTML would be helpful but not necessary.