Janea Mariae Gamorot Albarracin
DM2008 Programming for Interaction 1

Reflection

I initially started with a lot of fear and doubt. As someone who has very very very little experience with coding, it was very daunting for me. I did not know where to start and was quite dumbfounded about the whole process. I started my project by listing down the things I wanted to try to achieve.

I wanted to make some type of IC application form where the questions get sillier as it goes on. I thought this could be a play on identity as our IC is a form of identity but there isnt much.. personality in them. So I thought having silly questions that make u stop and think could bring out a sense of personality into an IC. I decided that the colour of the card, the look of the person and the unique numbers found on the card could be something I could play with. The options for questions like 'What is your go to meal in a Hawker Centre?' and 'What are your pronouns?' were illustrated by me using illustrator. Something I really wanted to hard code was the unique pattern using "for loops" as i wanted to redeem myself at (for loop is so hard to understand.)

 I also decided to teach myself how to use HTML and CSS as I found out that forms were easier to code if done on them. I think overall I felt like this project has taught me how to debug, and taught me to understand the code a lot more. I think the first few times were quite challenging but as I went down the questions, it got a lot more manageable.