

## **TIME**

I definitely spent more of my time thinking conceptually, rather than technically. Even if I wasn't mirroring it in Processing, at least an hour everyday was spent thinking about the concept behind my projects in addition to what would be the most triggering and intuitive interaction. I didn't get as much out of the exercises as I would have liked to. I think this is because the in-class exercises were on a such a small scale that I wasn't able to connect them with possibilities for our projects. So instead of going back to our examples when I was stuck, I went online for inspiration and similar projects that could give me insight into the technicality of it. In the end, this all definitely slow my progress.

## **SUCSESSES & FAILURES**

I love giving feedback and brainstorming with other people about their projects. This class (supplemented by other classes this semester) successfully taught me how to do that with interaction and engagement in mind. Consequently, I don't think I developed how to do that independently, with my own work. The main reason, as discussed in class, is my lack of quick prototyping. I think it can be combated with working on a smaller scale for interaction, rather than large-scale projects.

## **FORWARD**

The biggest thing I'll have to do for myself is develop technically - learning how to actually make my original ideas reality and the different ways of doing so. My grand take away is that interaction does not have to be directed. Meaning, different opportunities for interaction can be happening at once. Moving forward, I'd like to explore computer vision and recognition. I'm most interested about learning how to target the group of people that would rather sit back to watch an installation than engage with it.