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Professor Kenney

Interactive Graphics: Critical Code

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**Class Reflection**

When I first told my computer science friends I was enrolling in “Interactive Graphics: Critical Code,” they cheered with glee exclaiming, “The parchment girl is finally going tech!” For some reason, I have always been averse to technology. I do not know if it has to do with the fact that I despise anything even closely related to mathematics or that I simply am old fashioned. Regardless, this course inevitably pushed me out of my comfort zone and was very challenging for me.

That being said, I learned so much more than expected throughout this semester even though I may have been slow-moving. That being said, my favorite parts of this class mainly revolved around familiarizing myself with the conceptual aspects of these topics. With each week’s blog post, I found myself delving into different types of designs that I had never before encountered. Prior to this course, I had not really thought about code as a form of artistic expression. Thus, seeing the abundance of creativity in this realm was very exciting for me.

Likewise, I did not even realize what was in our capacity to create as coders. I truly loved when my classmates presented, for they all designed such elaborate, intricate pieces that I would never have thought to be technologically feasible. Even Face OSC technology was not something that I expected us to incorporate in our own projects. I was absolutely baffled by some of the ways that my peers implemented these features into their work.

That being said, it was especially rewarding to create a portfolio of my own that could highlight the hard work I put into this semester. Each piece really meant something special to me, and being able to see them altogether in a final product that the public could access was especially exciting. Below shows how I chose to engage my artwork through social media, as I chose to share my pieces via Twitter. I am looking forward to hearing about how others may experience my art and ultimately hope I can continue this kind of coding in the future.

