When I entered the CART 253 course, I considered myself as a novice in coding, and although I wasn't unfamiliar with code because I had taken computer science in high school, I was not really confident about how my semester would go as I've only coded in python. Because of that, I came in class with a mixture of curiosity and uncertainty. I didn't know how much of my knowledge in python would carry over into JavaScript or creative coding in general. Looking back now, after weeks of fun projects, team work, and many moments of struggle, reflection and excitement, I quickly switched my mind about how I thought of programming in general.

At the start of the course, Javascript was a totally foreign computing language to me, as I thought Java AND Javascript were the same thing. After learning some bits of Javascript, I quickly realized how fun coding in this language is, I truly enjoy working and developing games in this language unlike in python. I remember working on my self portrait assignment, I was constantly annoyed with the semicolons. And concepts I thought I already knew, like variables or functions, seemed new because they behaved a little differently than in Python. My early class assignments were often messy and I required the help of my classmates which I thank a lot, Kai did explain me how to fix the small errors in my codes or how he did figure out a concept that was blurry to me. And also thanks to Mr.Pippin who's an amazing instructor, I also quickly started to understand the language and dive in my own personal researches for my home projects. Instead of memorizing syntax, I learned by building things with my friends in class, by experimenting, failing, and trying again.

One of the most drastic shifts in my learning came from the course's highlight on teamwork. I would've never imagined that coding alongside people would be so impactful, I did learn more things while working with my friends than I did by myself. In high-school, coding always felt solitary, we always worked alone on the school's computer in a silent room, and the classes were really theoretical, unlike Mr Pippin's class. This course really turned up my expectations, because I was working and learning with everyone around me. Someone in our work team would find a shortcut for using a loop, another person would look up why some bits of the code isn't working, and we'd get excited for finishing the work early and properly. This class environment made JavaScript feel less intimidating and way way way more playful. It wasn't simply about getting the code right, to me, it was about exploring, failing, succeeding while learning.

This environment became one of the biggest drivers of how quickly I learned javascript. P5.js especially made coding feel more approachable and understandable. Instead of coding on paper or doing dry exercises to practice syntax, we made self portraits, backgrounds, interactions, visual patterns. When something would work, I'd be really

proud of myself, when something wouldn't, I could instantly change the positioning of my images, or rearrange conditionals, optimize my loops. CART 253 really made me embrace my program, Computation Art. I love how you can change a color or positions and watch your artwork change. Creative coding gave me a lot of satisfaction and I'm planning to use it in most of my courses, even for my personal work!

Things that felt very abstract to me such as "for loops" and "if statements" suddenly became very clear. A loop isn't just a concept, it's a way to fill the canvas with repeated shapes to create animations, motion, art. Whereas the "if statement" is a tool used to create interactions, control the environment I'm building. I could shape and manipulate my world to create something meaningful.

As I became more comfortable with JavaScript, I started to realize how much more potential I hid. Before this course, I saw art and coding as two complete opposites, mostly due to the stereotypes surrounding computer science students and fine art students. One program is analytical, the other is creative. And when I first looked up 3D modelling majors, I stumbled upon Concordia's computation art program and quickly became attracted and obsessed with it. Being able to code feels like I have no limits to where I want my work to land.

I mean of course I was often pissed by how complicated finding the solution to an issue was, debugging is really frustrating, and sometimes the code in my head didn't match the results I was expecting. At first at the beginning of the semester I would've been very upset about this happening, but now, I see these issues as opportunities to deepen my work and my researches and to be fair, The Coding Train on youtube really helped me out lol. P5 js too, looking up other people's work and trying to analyze how their code work a certain way was really entertaining and impactful on how I evolved in coding.

Looking toward the future, I wanna see how far I can develop. I truly feel like a digital artist because not only I can 3D model, but I can also code art, and this is really amazing. Studying in Computation Arts does not feel like studying at all, it feels like a lot of fun. I want to continue working my fundamentals in javascript, because I feel like there's still a lot of things that I'm missing out on to improve my work. I also want to mix my work in 3D with Javascript and hopefully maybe create a 3D game in JavaScript if that's possible.

This course has been more than just an intro to JavaScript, it transformed how I work in my other courses too, as for my final project in CART 211, I mostly used javascript to create a playful and interactive experience. And I really mean to thank Mr.Pippin and Michael for their help, and their talent to make learning feel like kindergarten again.