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Post-reflection

As a talked about in my pre-reflection, professionally I am an industrial designer with close to non experience with programming. I had an introduction to web class a few years ago, but most of that knowledge was lost with time. However, I am proud enough to have learned so much over the course of this fall semester, to me, it feels like day and night, literally considering how my first programming project was a silly little pyramid going from morning to night. I say silly because to me that first project is nothing compared to what I did since. I am still proud of myself for bringing life to that pyramid at the time, but now I know I can do more and better. Not only that, but I could probably create a new and improved version of it with my since acquired knowledge, and that would for sure reinforce my confidence when it comes to programming.

I barely remember my first few classes of this course, but I remember feeling overwhelmed and be surprised by almost everything that was talked about. As weeks went by, I started feeling more and more comfortable at understanding more technical stuffs such as functions, and how to write them. Now I feel much more capable of understand new programming functions, elements and other pieces of code. And even if I don't know or understand, it does not feel like an impossible task. I feel more equipped to make connections, for example learning about while loops in class made it easier to understand do while loops while searching on internet how to achieve the positioning of

the items and characters in my latest variation as part of the variation jam assignment. I am also much more comfortable writing code quickly, I remember I would look at previous exercises and assignments while writing code in the beginning of the semester. Now I need to do it a much less.

As mentioned previously, I am trained in industrial design, so my focus was more toward graphic tools such as Photoshop and Solidworks. While I am still more proficient in 3D modelling than programming, programming is becoming more and more interesting and attractive to me. Also, I am not convinced I will do industrial design in the future, as I am thriving so much more currently working in a community organization than I was working in a design studio. But I would love to eventually combine my design practice with community work. It could be something as simple as developing a digital tool to share harm reduction related information, or something more complex like designing a safe consumption site. During the semester I also took part in the CART 215 course where I learned the basics of game design, and it would be amazing to combine all of that together. I took knowledge from the game design course to develop my final project, "Goblin and Dungeon," and I would love to combine that with community work in some ways. For example, developing educational tools about homelessness or drug overdoses in the form of a board game or even a video game. I found multiple example of the same idea while working on my first board game in CART 215, such as Broke: The Game, or CHANGE: A Homeless Survival Experience.

While I do not believe I will be a full-time programmer in any way, having this new set of skills can prove invaluable in the future. I could eventually work with programmers while working on a multidisciplinary project, or I could hire someone to work on the more

complex programming aspects of one of my ideas, and having my new knowledge would make it easier. Also, as a designer I am somewhat pressure by industry standards to have a digital portfolio, for which already knowing how to write code would be more than useful if I do not want to be stuck with more basic tools like Adobe Portfolio or Wix. I can imagine myself creating some kind of interactive element, almost a game, as part of the navigation of my portfolio. Considering how I already learned the basics of HTML and CSS in my introduction to web, I believe that after this current course, it would not be too difficult to learn those again and incorporate JavaScript.

As mentioned above, I feel so much more equipped to delve into new programming challenges, including that “big idea” I talked about in my pre-reflection. A big difference between then and now however is how much bigger that idea could be now. I mentioned building “compelling websites and experiences” to bring forward resources and information about social issues. I also mentioned wanting to create a gameplay experience, and at the time it was a crazy idea that I would not imagine accomplishing. Now it feels more realistic, but also I feel more motivated to learn more about programming to actually create something good. Now if I decided to design such project I would not be satisfied with using only what I know, I would be motivated to learn more advanced languages or different ones to improve upon my knowledge of JavaScript and p5.js. For example, after working on my Variation Jam project, I would love to develop it further by integrating procedural generation and make it an actual rogue-like game. Also learning to use p5play would be very interesting and fun, and would give me the opportunity to make this game feel more polished and give it a more compelling game experience.

I feel like the more I dive into the world of programming, the more I want to be able to do. After improving upon my most recent project, by learning new ways to use JavaScript, p5.js and p5play, I can't ignore the possibility of wanting to learn C++ or C#, to maybe even use Unity or a similar engine. I think I would use "Goblin and Dungeon" or a not so far away future project to improve and use my skills, to eventually be able to create that big idea. Knowing that games like CHANGE exist, with the recognition it got, inspires me and make me think I could eventually create something like it.