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### Reflective Essay

A whole new world has opened up for me this past year. Before my introduction to programming through courses like Creative Computation I and Creative Computation II, I found myself intimidated by it, boxing it into more of its technical definitions. However, just before my enrollment in these courses, I had just applied for the BFA in Design and although I was denied, I requested to further my technical skills and understanding of how tech fits in with art and society by enrolling in classes like these. Being in the Art History program, I felt stuck learning about the classics and what is considered the more traditional methods of creation rather than the present-day advancements made within the intersection of art and technology. Although I have grown up with computers all around me, I never truly understood how they work and have always been intrigued by the possibilities and inspired by tech-related work. Approaching this understanding of technology through the lens of creativity and having the resources and ability to make my ideas possible, I'm more excited than ever for my potential to engage in the dialogues that shape art, tech, and society.

At the start of September, I had no experience in programming and although I was up for the challenge, I knew the struggles as a complete novice would be heavy. While the struggles were real, to my surprise, I found the challenges and the potential for results encouraging. My completion of Creative Computation I led me to feel inspired by the possibilities for furthering

my knowledge, taking part II of this course. While my takeaways from part I assisted me with becoming somewhat familiar with the basics of object-oriented programming and structuring with p5.js, hindsight proved to me that I had only a glimpse at the possibilities. Considering how extensive p5.js is, the introduction to additional languages such as HTML, CSS, and vanilla Javascript, new libraries such as ml5 and p5.Speech, and the framework of Phaser 3, I found my inspiration to be endless.

At the end of Creative Computation I, I found myself unexpectedly proud of what I had accomplished within the course, especially when looking back at my final project that explored mixing sounds within a p5.js program. While I have attempted to further this specific exploration during my time in Creative Computation II, the expansion of material made me confront the application methods to navigate how I might approach my ideas. While I was more comfortable working with p5.js alongside ml5 and p5.Speech, I attempted to take in more external influences to explore these ideas. For p5.Speech, I wanted to go outside of my comfort zone and address something more political, the threat of tuition hikes that affect me as an out-of-province transfer applicant. During the process of building this program, I attempted to understand how JSON files and data structures work, which I am interested in bettering my grasp of as they seem essential to integrating large amounts of information in an organized system. For ml5, my initial approach was translating Imogen Heap's sound manipulation gestures to further my exploration of sound and to create a more accessible program without the assistance of added hardware. Despite my build process for this program being mostly directed at deciphering hand annotations, I decided to modify my vision and continue this project for my final, exploring the visual experimentation side of creative programming. All that being said, I'm unsure if this is a fault of my computer or the system itself, however, both p5.Speech and ml5 were inconsistent with their execution.

P5.Speech would take in background noise, registering such as voice input and, ml5 generally lagged post-loading and when showing video despite no additional code in the program.

Reflecting on the material beyond the p5.js library, I was intrigued by the potential of Phaser 3 and webpage materials. From the Phaser 3 learning materials, I enjoyed making Piskel art and sprite sheets for animation as previously, due to my unknowing of Piskel, I explored animation through gifs that seemed like they were overloading and lagging the execution of my program. Additionally, in this exercise I was inclined to integrate influences from my past, having been trained in music theory, I created a program that was visually representative of such, where users could create their layout through musical composition, creating sounds in the process. Furthermore, as there was no exercise for the webpage material and considering the hectic semester, I only had a chance to briefly explore working with DOM, HTML, and CSS. However, I see myself continuing to further my understanding of the languages and structures with the hope that the material on the course webpage won't be taken down. I plan on building a webpage, where I might store my portfolio or even a blog. While evidently, I need to plan more, I like the idea of being able to save text or images without the need to write them in and hope taking this independent exploration might set a foundation and incentive to continue my programming journey.

Although my transfer application was initially denied, which left me with a lack of confidence in my creative capabilities, it allowed me to obtain the resources and support from these Computation Art classes. I explored and was challenged by the topics that interested me through these new libraries, languages, and material, allowing for that confidence to come back. Having added projects from these classes to my portfolio and reapplied for internal transfer, I am pleased to say that I have been accepted to the Major of Design starting in Fall 2024. Currently, I

have no plans for further classes within the Computation Arts program, however, will continue my programming journey within the design program as I look forward to classes like web development and UX and UI Design. I'm extremely grateful for my time in Creative Computation I and II, and the new horizons it has opened up for me, bettering my skillset and setting a foundation I hope to further develop along my academic journey and independently.