

Matthew Knight
Week 13 Write-Up

Working with TinkerCad after spending so much time with code has been an interesting experience. On one hand, having the GUI and options readily available felt like a game-changer. It made navigation and work-flow exponentially quicker. But, more importantly, everything I did (from dragging and dropping, changing color, resizing objects) felt incredibly intuitive. This kind of work environment is what makes computer technology accessible. However, I did feel that, while the circuits and code blocks offered an immense amount of convenience, they left me with a lack of control that only direct coding can afford. The ability to make precise and intentional changes at the fundamental level is what makes coding unique. Having worked with both TinkerCad and Unity in the previous weeks, I think that I prefer Unity's approach where everything can be done within the GUI, however, you can directly impact and write the code if need be. This type of approach affords users with both the ease of block based coding as well as the functionality of traditional coding.