

Preflective essay
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I recently began my programming journey last semester, and while my skills are at a beginner level with a basic understanding of coding, I'm eager to learn new concepts and tricks. During the winter break, I didn't find the time to create my own projects which I am a bit upset about but I've already found excitement in creating simple games from all the assignment given last semester. Currently, I'm comfortable with developing objects and making them interact with users and other objects, particularly with the mouse interactions. Despite my progress, I acknowledge there's more to learn and I still struggle with grasping the concept of for loops. I'm committed to overcoming these challenges, seeking resources and practice to enhance my skills.

Recently, I've drawn inspiration from a variety of interactive art coding projects that showcase captivating patterns and effects. As well, to expand my understanding and find creative insights, I frequently turn to the p5.js library, where I can explore the works of others, gaining inspiration and motivation for my own game development and simulations. This exploration not only expands my creativity but also provides valuable insights into the diverse possibilities that coding offers for artistic expression. I am particularly fascinated by the integration of 3D models into game coding, I get inspired by many games I have played like Genshin Impact, League of Legends, Valorant, Lethal company and Pico Park, I would love to one day be able to create a game at that level.

In the future, I'm captivated by the prospect of using programming to create interactive experiences and creating more complex games. I would also like to venture into the realm of 3D

design, and bring my own characters to life within these digital landscapes. I also want to expand and explore more coding languages like Python, C++ and C# which are mostly used in the gaming industry. Additionally, with Javascript, I would like to explore all the possibilities and features within the p5 library, exploring techniques to simulate texture and depth in 2D. I am also curious about the realm of artificial intelligence, as I'm eager to understand how to code AI and using its potential as a tool in the programming process.