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So far during the semester, I feel like I have gained a pretty good understanding of the basics of CSS and HTML. I can't say I could make a sick interactive and dynamic site yet because we haven't learned Javascript yet, but I am excited to start integrating into my code to make more sophisticated sites. This is a class I was looking forward to taking because I didn't have any experience in CSS/HTML, but I can see myself continuing to use it to create a portfolio. Right now, I know how to use different tags in order to format sites in a fairly basic way. I also know how to use CSS selectors, different ways of structuring borders and margins using flexbox, and the varying ways of stylizing text, still & moving images, and iframes. My journey has been challenging enough for me to want to continue trying different things in order to get the result I want. I have trouble with creating sites that display a lot of information because I don't think I have a strong eye for typography and color when the options are limitless. I also limit myself in terms of the kinds of sites I have seen because I feel like I am constantly on the same five websites for school.

My learning of topics such as using terminal and github have encouraged me to want to get better at coding in general. I have a history of giving up on code when it doesn't work out for me (creative coding was a nightmare), but the small successes make me feel like I know what I'm doing. With these small encouragements, I noticed that the more skills I learned the more excited I got to begin an assignment. Especially with the 3-page issue site, I saw a huge improvement from my first version to the second. I think it helped me a lot to get feedback and then apply it, especially since anyone making a site spends hours looking at the same thing over and over again. Getting a fresh perspective on how to make a site better and then revisiting it later on was a really good workflow for me because it meant I could redeem the things I felt were lacking in the first version without having explicitly realized it. This assignment was also a cool progression because we went from struggling to format box displays to incorporating flexbox. Flexbox not only made life a lot simpler, but it synthesized a lot of what I already knew and answered my question of how on earth it could be made easier. In order to remain engaged, I need to make sure I tackle projects I actually care about making. So far, I think I have done that, but there is nothing worse than spending time on something and wondering why you are doing it if you aren't inspired by it. I need to do a better job of planning out what I really want to do because there are so many things I could do.

There is a lot I am still learning in order to have a solid foundation moving forward, but I think I have been doing a good job at staying on track and doing what I need to in order to synthesize information from class. There are so many resources online that are inspiring because they demonstrate the breadth of what is possible, and that is something that is keeping me driven. IDM is a major that keeps me very busy with making sure that my assignments are worthy of putting in my portfolio because I don't have a lot of time to pursue independent projects, so I want to keep creating things not just for the grade but for my own creative benefit. I have no idea what I want to do with my life after college, but I don't take that as a pass to just breeze through

everything and think about it all later. This class has required me to think about what skills I want to carry with me after the semester is over, and I want to keep thinking that way so I can say that I've tried out everything I can.