

Reflection

I learned programming in CEGEP, but at the time, I was not very fond of it. The way I was taught was not very appropriate for beginners, and my courses were hard to follow. Even though I managed to understand, it always seemed more complicated than it actually was because the courses were poorly structured and the teachers very disorganized. Also, my approach was not great: I always did everything last minute and one day a week.

When enrolling in Computation Arts, I knew I have to do programming, and I did not expect to like it. However, I was greatly surprised by this course and I learned a lot of new things, and I enjoy it! I felt this was a second chance to get into programming and getting something out of it.

The thing I love most about programming is that the possibilities are endless when you know well the tools you use and when you acquire enough practice. The introduction of the p5.js library in this course was spot-on, because it is great and very easy to use. Another aspect of programming that is remarkably helpful is the immense amount of information and resources on the Internet, whether it is libraries, forums, or even examples of code on CodePen.

The biggest challenge I faced was writing code in Object Oriented Programming. I had very little experience in OOP before this course, I mainly coded with functions all over the place, and a lack of structure that was not necessary for small scope projects. For bigger and more serious projects, OOP seems a lot better, but it requires preparation and thoughtfulness before actually writing the code. In the end it is 100% worth it. The code becomes a lot more organized and easier to edit.

The project that I am the proudest of is the one that I am currently working on. It is quite complicated at times, but it is totally achievable, especially since we were encouraged to start early. I have a clear goal and I am excited about getting there very soon. I aim to do something ambitious, well structured and fun to play.

I look forward to programming with interactive objects, multiple sources of input and output, and different mediums. I touched a bit on that in CEGEP, but I was focused on other aspects of creation such as sound design and visual design, and less on the programming part. But now that I feel more confident about programming, I see more of its potential.