**Angela Creative Coding Final Self-Assessment 2016**

**Time spend on learning coding**

Compare to beginning of the semester coding exercises to time programming on final project, the hours spending on coding has decreased significantly. But our in class challenges with different partners and exchange information with coding experienced friends I was able to see where I am standing and pick up from there. Nevertheless, If I could conceptual my final project idea earlier with better scheduling, I could coding every day and ending with better execution on my final project.

**Successes and frustrations with Processing and P5.js.**

**My frustration:** In this creative coding class we explore P5.js (javascript) and Processing (Java) at the same time. To me it was difficult enough to learn one, but I was able to **successfully** manage the two and think which one is better approach to execute an interactive narrative, and have enough knowledge to start the project. Sometimes **frustration** comes my success, I was clearly not mastering neither of them as I running to difficulties ALL THE TIME.

When it comes to OOP versus procedural programming, it is a love and hates relation to me. I think OOP as a module it gives me the flexibility to code and implant. It can give diversity to a banal visual by tweaking here and there. At the same time, I feel OOP is as good as conceptually; it has too many unpredictable when I try to do it. Therefore, procedural programming is cleaner and easier to write and communicate with other coders if necessary.

**What I learned and solidified about programming and programming concept through final project.**

My final project was done in P5.js, I use if statements to control sequences of how it is going to display, classes and array to collect different videos which are my main visual material. For viewer interactive I use custom functions to establish the relationship. Also, I used webcam to make the piece live and manipulating the visual hoping to encourage viewer to engage the narrative. In the future, I would like to explore more possibilities to manipulate image, video, and text. One starting point will be series.js library. A break through was consciously aware my ability to combine the codes and utilize online resources to realized my concept which people was willing to play with it.

**More about coding and debugging**

During the final project, I ran into two major difficulties: first of all is making the videos play clip by clip. Secondly, is manipulating the video with some real time value. I want to say that I resolve the problem myself, but I could not do it without my classmates’ generous help. I wrote the basic codes frame and we communicate the final visual and come up with different solutions to test it out. The problem solving pattern was searching through website with precise the keywords every time I research and search. A good example is making the webcam image appear on the video. I tried “overlapping”, “double exposure”, and later found out the build in blendMode( ) function. During the process, I also noticed that the video has to be redraw as image in order to manipulate it. Through the final project I was more alert in P5.js when there are red info popping on the code lines. Most of the time it is syntax issue like typo, missing or extra brackets. In order to solve the problem, I try to open a separate project test it before combining with existing working code.

This semester I took Ms. Kaho Abe’s costume as game controller, which uses Arduino and sometimes p5.js or unity for visual effect. Arduino requires codes to communicate with other hardware’s. Having taken creative coding I was able to read and deduce what the coding was reading. However, I was not aware that arduino is using another language other than java or JavaScript since the syntax and structures looks highly similar. These two classes is a complement one another.

Finally, as much as the hard time coding been giving me, I know technology opens the possibilities for art to be interactive, with interactive the communication is simultaneously, it is essentially irreplaceable, I do not think I have a choice to give coding up. My question is how and what to push the journey as extraordinary as possible?