Developing the Showcase for p5.js

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Project Abstract

(Describe your idea in one or two sentences.)

My project idea is to aid with the showcase development for p5.js, I would like to expand the Processing software outreach and visual aids to inspire future users.

Project Description

(Describe your project in more detail. How will your project expand the possibilities of the Processing software? Who is the target audience for your project?)

The objective of my contributions would be to expand the visual aids and give credit to artists using the Processing libraries across the world. By expanding the examples shown, the span of p5.js is not only likely to increase, but will also likely inspire new usage and contributions. Furthermore, by accrediting those who have made graphics using this platform, it encourages continued usage, and thus continued expansion. What is so unique with the showcase is that it is appealing no matter the language one speaks, an interactive graphic is interactive no matter where in the world you are. Thus the target audience is anyone who can happen on the site.

Development Process

(Describe your development process. What is your proposed timeline? What do you expect to have completed by midterm and final?)

Community Bonding	May 6 - 27	- Improve any skills that will facilitate the process - Analyse the inner workings of the website and github - Meet and get to know other team members and mentors.
Coding 1	May 28 - June 15	- Reach out to previous users on the platform.

		- Reach out to those involved in GSoC with the Processing Foundation (high likelihood there would be a lot of talent within the ranks already) - Perhaps launch a friendly theme based contest.
Evaluations		- Apply translations to on part of web editor to showcase work - Fix any bugs that may arise during testing
Coding 2	June 20 - July 14	- Begin uploading new additions to the showcase
Evaluations		- Showcase the showcase.
Enhancements	July 17-10	- Fix any aspect mentor's recommend - Make final accessibility recommendations necessary
Submission	Aug 10- 17	Submit
Final Evaluation		

Overview of Work to be Completed

As recommended in the GSOC official timeline, there will be three phases of evaluation as follows:

- **Evaluation 1**

  Reaching out to prospective and current users, maybe we could even make it into a contest - the more publicity about the Processing foundation the better.

- Given the current state of the planet, I think a contest with a theme centered around happiness, health, family, or whatever is important to you, could be a good motivator. The winner(s) would get their pieces showcased.
- The toughest part of this contest idea would be getting the word out. I think universities would be a good place to start. Most have weekly newsletters for schools, majors or group clubs. By sending emails to the communications managers to said institutions and groups to add a link blog about this in their newsletters could be a good resource. This would not only be limited to English speaking countries, but using my and the program's resources could include universities in China, India, Germany, Francophone countries, and Spanish speaking countries.

- **Evaluation 2**

- Choosing the graphic design pieces.
- Uploading them in accordance with the existing pieces on the website.

- **Final Evaluation**

- Enhancement to necessary UI aspects as pointed out by mentors.

More about you

(What are your interests and experience? Which of the Processing software projects have you used and what was your experience like? Have you contributed to other open source projects? If you have an online portfolio, github account, or other relevant documentation of your work, please include links.)

I am highly interested not only in technological development outright, but also in the development of approaches to utilize emerging technologies as means to resolve social and economic issues for underserved populations. It is for this reason I was initially drawn to Google Summer of Code, the potential to work alongside and make contributions to organizations with similar objectives. During my time as a student, I have been engaged as a research assistant for over a year with Columbia's Earth Institute, working on projects through the Data Center in NASA's Earth Observing System Data and Information System. Though this was only supposed to last for a summer, I became very engaged and am now leading aspects of the project as it approaches potential publication. For this research I used mainly python and ArcGIS software to create spatial and temporal analysis, with the objective of predicting population trends through luminosity data.Though my open source contributions are limited at this time, I am however heavily involved in computer science education and lead my own weekly class, through Columbia University, instructing high school students on coding and general computer science theory.

Currently I have been using HTML and CSS in my work study job for over two years, I came across the need for Processing software when I wanted to make a personal website, I wanted it to be a little bit more eye catching than than HTML could offer so I went back to js. After this I met someone who did this the Processing Foundation's Summer of Code last year and their passion for it inspired me to dig deeper as well. I made a few clips/animation using p5.js, and could spend hours playing with its capabilities, compared to my formal education in cs which is very backend heavy, I found p5.js so much more gratifying; there is instant reward in working on it. This is why I think it is an ideal environment to expand to more people, this is a natural hook to get people interested in coding.

Personal website*:* *http://www.columbia.edu/~dcg2150/index.html*