

Hello, is it me you're looking for? updating hello.p5js.org

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Project Abstract

The goal of this project is to modernize the hello.p5js.org website through the development and implementation of a new introductory trailer featuring diverse members of the Processing community.

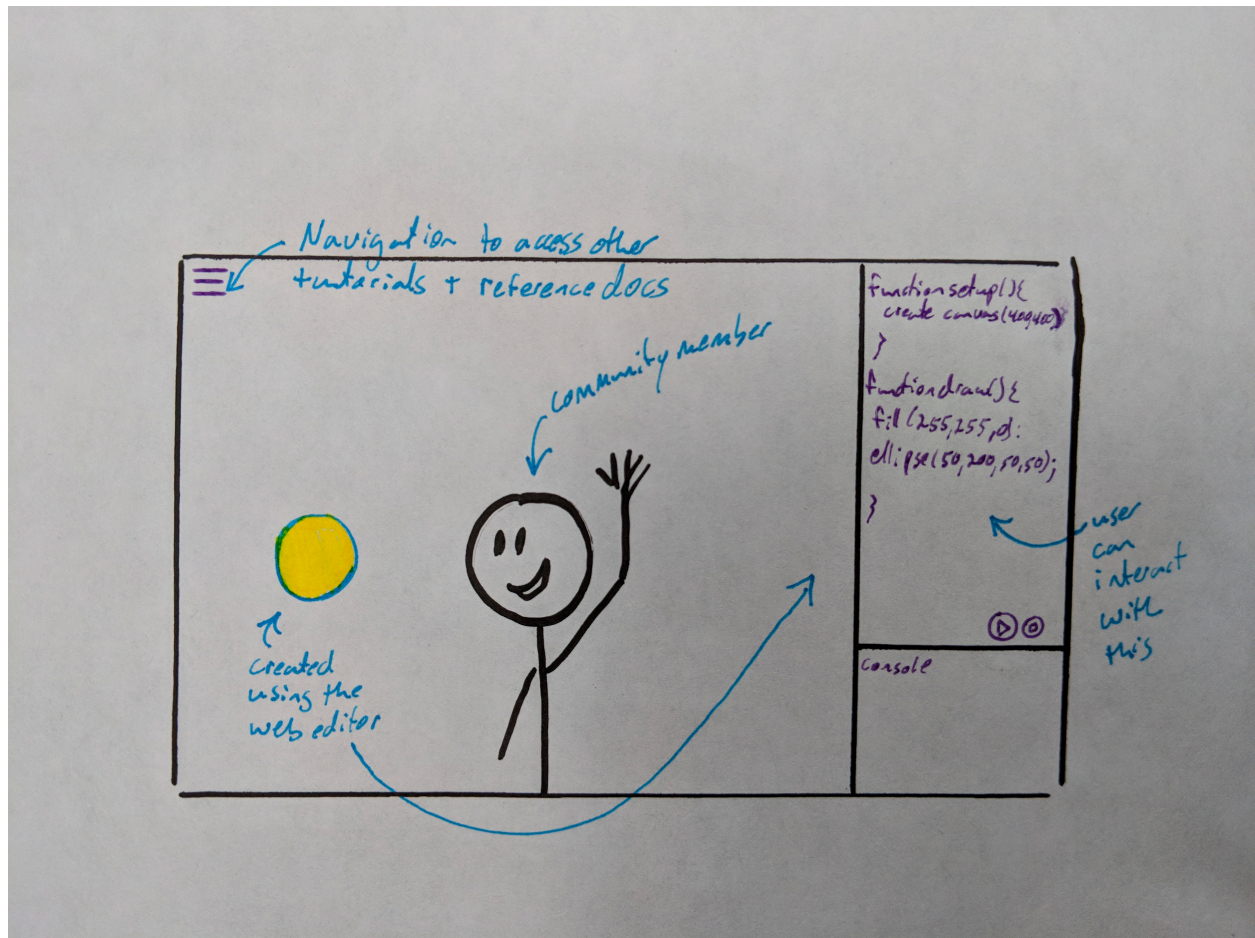
Project Description

hello.p5js.org is likely to be many users' first introduction to p5.js (and possibly Processing as well). As these individuals may be brand new to coding, it is important that this webpage be inviting, interesting and informative. Further, it must be accessible and work properly across devices.

For my proposed project I will update the content on hello.p5js.org. This will involve creating a new trailer that This will involve creating a series of 6 interactive tutorials that will combine video content with a modified version of the p5.js web editor. The new videos will resemble the existing content (i.e. a p5.js sketch overlaid on a video); however, in the updated version, users will be able to view and update the sketch in real-time (see Fig 1).

Video content will feature members of the Processing community and will introduce the following concepts 1. What is p5.js; 2. Drawing shapes; 3. Changing colors; 4. Creating interactions; 5. Using more advanced features (eg: sound); 6. Next steps. In addition to creating new content, I will update the website source code, remove outdated dependencies, and incorporate captions to improve accessibility.

Fig 1. Example tutorial layout.



Development Process

Community Bonding: April 23 – May 13

I will spend the community bonding period reviewing p5.js' architecture and the existing documentation, gathering ideas about key content, exploring the p5.js web editor's code, and connecting with my mentor to identify individuals who may be interested in taking part in the creation of new video content.

Coding Period: May 14 – Aug 06

The project's coding period has three phases. The goal of phase 1 is to develop content, do UX design, and to connect with community members. The goal of phase 2 is to build the website. The goal of phase 3 is to incorporate the video content into the page and run tests.

Week 1: May 14 – 20

- Work with mentor to identify the most important features for hello.p5js.com
- Create 3 example user flow wireframe ideas for the site and gather feedback
- Propose specific ideas for the 6 tutorials; these will include:
 - Talking points for the video content
 - Example default p5.js code to be overlaid on the video
 - Key interaction points (eg: the video could invite the user to update the p5 sketch in some way, and the video might pause during this time)

Week 2: May 21 – 27

- Finalize user flow wireframes based on feedback
- Develop tutorial scripts based on the previous week's talking points
- Coordinate video making tasks with individuals in the community

Week 3: May 28 – June 3

- End of Phase 1 – At this point I will have wireframes on which to base the site, a specific list of tutorials and key interactions, and 6 community members confirmed to record videos
- Begin working on website
- Review vendor dependencies & update code base, for example:
 - Modernizer is currently a beta build of 3 from 2014, replace with v 3.5
 - Possibly add tools for facilitating workflow (e.g. Gulp for live reloading and pre-processing)
 - Depending on the layout of the new site, consider removing bootstrap, as it likely has more features than the page requires

Week 4: June 4 – June 10

- Begin incorporating p5.js web editor code into hello.p5.js
- Use the p5.js web editor to control interactive video overlay code and test its functionality

Week 5: June 11 – June 17

- Continue working on incorporating the p5.js web editor into the hello.p5.js site

Week 6: June 18 – June 24:

- Test and improve responsiveness of hello.p5js.org on a variety of devices
- Implement subtitle plugin for Mozilla popcorn & explore techniques to implement bilingual captions

Week 7: June 24 – July 1

- End of phase 2 - At this point there will be a functioning website that supports interactive sketches and bilingual captions on videos. No real video content is currently included.

- Begin editing video content and adding it to the website

Week 8: July 2 – July 8

- Continue editing and incorporating videos
- Begin creating English captions for videos
- Arrange for translation of video captions into Spanish

Week 9: July 9 – July 15

- Continue working on captions
- Test tutorial content on a variety of devices

Week 10: July 16 – July 22

- Incorporate Spanish captions
- Continue testing tutorial content on a variety of devices

Week 11: July 23 – July 29

- Debugging week, for fixing and fine tuning challenges discovered during testing

Week 12: July 30 – Aug 06

- Buffer week – in case something during an earlier week takes an especially long time

More about you

I'm an MSc student at the School of Interactive Arts + Technology at Simon Fraser University in Vancouver, Canada. I research tangible computing and child computer interaction. I love getting people excited about coding. I teach programming workshops* at my university, at NodeSchool, and for Canada Learning Code and am a founder of Women Who Code's Vancouver chapter. Open source tools that lower the barriers to entry, like Processing, are invaluable to this work. I have led workshops on Processing, and often use it and p5.js in my personal projects.

My own background is not in computer science, but arts management. I learned to code through online tutorials (go Shiffman!), and a programming bootcamp. I have worked as a web developer for a major Canadian Telecom, and completed programming courses in my MSc. I think I could make some valuable contributions to the development and documentation of Processing/P5.js. To get up to speed I have begun contributing to Processing P5's Github repos.

This is my first experience with open source contributing. My goal is to use the skills and knowledge gained through GSOC to encourage more women in my local network to get involved with open source.

My portfolio: elginsky.com

My github: github.com/emclaren

Processing Forum id: emclaren

Linkedin: [linkedin.com/in/elgin-skye/](https://www.linkedin.com/in/elgin-skye/)

*** Specific workshops/classes I've led**

[Simon Fraser University](#)

- IAT 235 Information Design (UX Design/HTML5/CSS3)
- IAT 339 Web Design & Development (UX Design/Pug/SASS/JS/Preprocessing/Git)
- IAT 882 Tangible Computing (Arduino/Processing)

[RED Academy Tech Bootcamp](#)

- Web Development Foundation Course (HTML5/SASS/JS/Git)

[Nodeschool](#)

- Nodebots workshop (Johnny-Five JS Robotics platform)

[Canada Learning Code \(Girls Learning Code + Ladies Learning Code\)](#)

- Introduction to Generative Art workshop (Processing)
- Introduction to web development workshop (HTML5/CSS3)

[Code and Coffee Meetup Group](#)

- Intro to MaxMSP Presentation

[Conf and Coffee \(scheduled April 2018\)](#)

- Nodebots workshop (Johnny-Five JS Robotics platform)