Curating Community Creativity for p5.js 1.0

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Project Abstract

(Describe your idea in one or two sentences.)

Commission and curate new examples for http://p5js.org/ on the occasion of the upcoming 1.0 release to showcase the power of community and collaboration in open source and creativity on the web. Examples co-created by people across disciplines and experience levels to demonstrate collaborative and inclusive practices of building software (i.e., pair programming using the new p5.js Web Editor) are especially encouraged.

Project Description

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

> **+ Curate set of p5.js examples for 1.0 release**
>
> We are aiming for a 1.0 release in early 2020, see this roadmap for plans. As part of this release, we would like to also release a new curated set of examples on the p5.js website. This project would involve identifying and curating an artist list, finding their contact information, reaching out to them for existing examples or inviting them to make new ones, gathering and standardizing the files, and adding them to the p5.js website.
>
> - Expected Outcomes: Updated set of p5.js examples for p5.js website for 1.0 release
> - Skills Required: JavaScript, HTML, CSS, communication skills
> - Possible Mentors: Lauren McCarthy, Stalgia Grigg
> - Difficulty: beginner, intermediate, or advanced

To revisit a reflection my collective wrote on this year's Processing Community Day @ Los Angeles, my highlight was the Community Open Mic, when participants from the day came up to talk about what they've been working on and would like help with. Right then and there, I understood how much and how far Processing's values resonate. How can we bring the energy of Processing's online and offline communities to http://p5js.org/? This project is a showcase of p5.js features in the wild as well as the creative power of its community, including work by marginalized folks (BIPOC, disabled, speakers of languages other than English, etc.) who may or may not identify as either an artist or a technologist. My interest in working on this idea comes from asking how creativity has shaped and has been shaped by technology back in the summer

of 2015, when I interned for a “circus troupe” of creative producers and technologists. I’ve also been inspired by how Scratch and Glitch encourage making while contributing to a fun and safe community.

The project aims to identify common threads across existing examples as well as discuss visions for p5.js 1.0. How has p5 been used? Who uses p5? What kind of work can still be amplified? Whose work? How else p5 be used? It will then highlight new examples in ways that show the evolution of p5 as well as the potential and power of community in artist-led and -driven technology projects. An idea I have is to commission people across disciplines and experience levels (à la Rhizome’s Seven on Seven, MailChimp’s The Thread, and Kickstarter’s The Creative Independent) to demonstrate collaborative and inclusive practices of building software, namely to pair program using the new p5.js Web Editor. What could a high school student with a passion for art and an engineering grad student create together?

The project considers best practices of web design and development in order to explore ways to showcase creative work on the web (ex: Women Who Draw, People of Craft, Blacks Who Design, Latinxs Who Design, Women Who Design). The project also emphasizes the importance of supporting creators (ex: giving credit, providing links to their portfolios with prior consent) and ensuring new and existing information is accessible to disabled users of p5 (ex: image descriptions for visually impaired users). The project assumes an interest in creative approaches to and applications of technologies but not necessarily a background in art practice or software development.

Development Process

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

Date	Task
Weeks 01-03: May 6-27	Community Bonding Period to learn about how Processing Foundation manages open source projects, meet maintainers and contributors, get to know mentor Do a content audit/inventory of current p5.js examples featured on http://p5js.org/ Research how artists, technologists, and others use p5.js, connect with PCD 2019 organizers Discuss vision for 1.0 release
Weeks 04-08: May 27-June 28	Gather contact info, commission showcase examples Explore methods and ideas to showcase on http://p5js.org/ Weekly check-ins with mentor for feedback Phase 1 evaluation due June 28 (18:00 UTC)
Weeks 09-12: July 1-July 26	Gather and optimize final showcase examples for http://p5js.org/ Design showcase idea, build working prototype using web technologies

	Share with Processing staff, friends, community Weekly check-ins for feedback Phase 2 evaluation due July 26 (18:00 UTC)
Week 13-16: July 29-August 26	Test and improve on prototype Push live?! Weekly check-ins for feedback Project due August 26 (18:00 UTC)

Note: I will be an Instigator at NYU ITP Camp this June and have already expressed that I would like to facilitate contributions to open source creative technology projects during my time there.

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'm Ashley Kang, a postbaccalaureate student on the MS in Computer Science track at California State University, Fullerton. My interests in accessibility, security and privacy, and creative tools are rooted in my experiences as a teen on Myspace and Tumblr, an undergrad designing a concentration in visual and digital culture, and a member of Los Angeles-based collective Color Coded.

In Fall 2018, I co-created Backtrack as part of a class on open source software development. The project remixes a datavisual exploration of "audio features" that Spotify has defined for each track in the catalog and wonders how information about danceability, energy, and moodiness can shape the soundscape of a user-created playlist. Some of the lessons I learned include making decisions on what tools to use for which tasks (I introduced my collaborator to JavaScript via p5.js!), refactoring open source code (I finally sat down to catch up with updates to JavaScript), and considering inclusive practices like inline comments and a guide for contributors.

For more, you are welcome to check out: https://kangashley.github.io