CREATIVE CODING

Where code becomes your canvas. Create, explore, and build interactive art on the web.
This course is your chance to learn programming in a way that feels playful, personal, and powerful.
You'll explore how artists and technologists use code to create experiences—not just apps and websites,
but moving visuals, interactive sketches, and generative art. Using p5.js, a creative coding library built on
JavaScript, you'll learn how to bring your ideas to life on screen. Along the way, you'll use
AI tools to help you debug, build faster, and expand your imagination.

WHAT YOU'LL ACTUALLY DO

- Learn creative coding with p5.js to design interactive visuals and animations
- Experiment with digital art that responds to input, sound, or motion
- Host and share your work on the web so it's not just code—it's your personal online gallery
- Explore how code is used in art, design, games, and creative tech
- Use AI as a creative partner—helping you build smarter, faster, and with fewer roadblocks

WHAT YOU'LL LEAVE WITH

- A web-based portfolio of interactive art built by you
- A working knowledge of JavaScript + AI-supported workflows
- A new creative skillset at the intersection of art and technology
- A deeper understanding of how to design, test, and share digital experiences
- A lasting sense of creative confidence with code

Whether you're a future game designer, a curious coder, or someone who just wants to make
cool things on the internet—this course gives you the space and tools to create with purpose and play.

Pre-Requisites

The biggest prerequisite for this course is an open mind and a willingness to create something new, you will be
crafting your projects in your own style, and you should be ready to harness your inner creativity. This course is
accessible to coders from a beginner level up to advanced, but we do prefer some prior coding experience
(in any language) as we will be jumping right into a new coding framework, p5.js. What this means is being able
to write code with variables, loops, and if/else conditions. If you have those 3 things under your belt,
you should be good to go!

Example Projects

https://scribbly-bois.glitch.me/ (A Scribbling Algorithm)
https://musicviz.netlify.app/day1/index.html (Music Visualizer)
https://editor.p5js.org/cereqej/full/ueUE2Couq (Cooking Game)

Meet Your Mentor
ASHWIN AGARWAL

Ashwin Agarwal is a programmer, creative technologist, and educator, based
in New York. He received his B.S. from Stanford University ('19) in Computer
Science, specializing in Human-Computer Interaction. He has 10 years of
professional software engineering experience, including at Facebook (Meta)
and Mozilla, and has a passion for teaching computer science to students
of all ages.