CHAINING
LINK UP LEFT AND RIGHT BRAIN

Chaining aims to be a **collaboration platform** that connects **art and digital technology** through **creative coding** to enhance users' **creativity** and **computational thinking**.

CONCEPT

Node
A node represents a work created by a user. Each node shows the visual of a work to trigger other users' curiosity. Users can adapt to any other nodes with a bite-sized contribution.

Chain
A chain is concatenated by a series of nodes. Users can develop a story on each chain and see how it transforms step by step. This may build up the computational thinking ability of decomposition.

Multiverse
A multiverse is connected by a set of chains. While creative coding is an exploratory discipline, the multiverse approach motivates users to explore divergent possibilities, as users can create a new chain from any node.

OPEN-ENDED CREATION

Creative coding is open-ended and exploratory. There is no fixed direction or a correct answer. The fruitfulness of the creation depends on everyone's contribution. Chaining adopts the idea of co-creation to encourage users to adapt from other works, try out different possibilities and make the multiverse grow.

USER JOURNEY

Stimulate — **Be motivated by novelty**
The novel works showcased on the map may stimulate users' interest to learn more and co-create. The variety of innovative works may motivate users to explore the platform.

Understand — **Build up computational thinking**
Users may understand how the code works and acquire computational thinking ability by reading others' code and observing the differences among nodes.

Apply — **Learn by bite-sized practice**
Users fear initiating a new project and writing long pieces of code. The chain-based design lowers this hurdle, as users can start with the code base at any nodes instead of starting from scratch.

Create — **Boost creativity**
The platform provides them with a space to strengthen their creativity. After mastering basic coding concepts, users can utilize their prior knowledge and develop their original work.

Exchange — **Generate synergy through social learning**
Users may support others, reflect on themselves and brainstorm new ideas when appreciating others' works. This process of idea exchange may result in a synergy of learning and creativity.

DESIGN CRITERIA

AMATEUR | Autonomy
To learn as a leisure activity, rather than a part of their job.

BITE-SIZED | Competence
To build up continuous achievements through bite-sized practice.

COLLABORATIVE | Relatedness
To co-create with peers from another discipline.
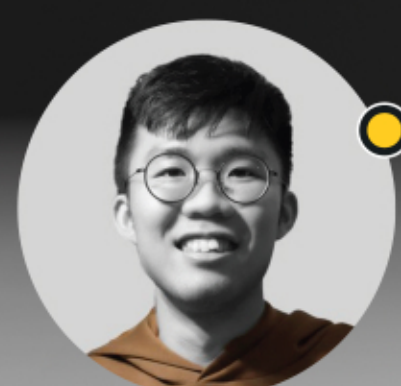
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CONCEPT VIDEO
https://youtu.be/C33FKewTlg4