Direct Manipulation for Computational Making



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What is Computational Making?

Creativity

Making + Computational Thinking = • FlatCAD • BlocksCAD • Madeup • OpenSCAD

Aesthetics
Construction

What is *Direct Manipulation*?

- Interacting with a computer
- Actions are:
 - 1. Rapidly executed
 - 2. Immediately observable
 - 3. Easily reversed
 - 4. Direct, visual results

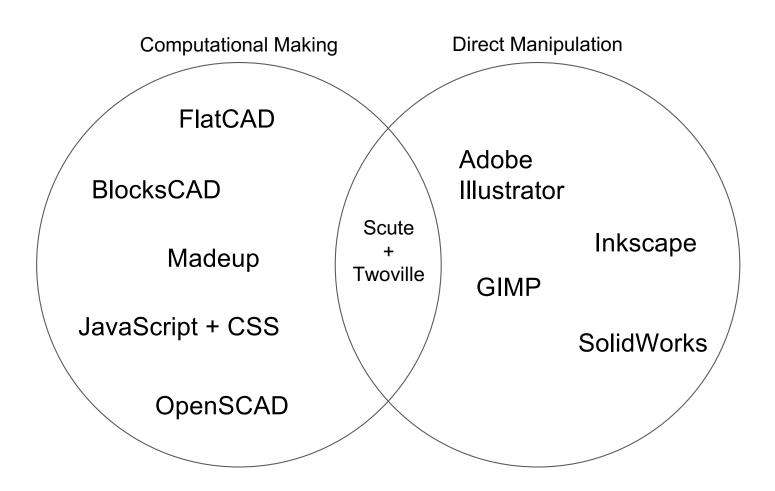


Modern Software Paradigm

[2] Schneiderman. (1993)

- Improvements when used with programming?
 - Tasks solved quicker
 - o Solutions more efficient
- How can this inform computational making?

- [3] Adam et al. (2019)
- [4] Handhausen et al. (2009)



References

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- [2] Ben Shneiderman. 1993. Direct Manipulation: a Step Beyond Programming Languages. Sparks of innovation in human-computer interaction, 17 (1993), 1993.
- [3] Michel Adam, Moncef Daoud, and Patrice Frison. 2019. Direct Manipulation versus Text-Based Programming: An Experiment Report. In Proceedings of the 2019 ACM Conference on Innovation and Technology in Computer Science Education (ITiCSE '19). Association for Computing Machinery, New York, NY, USA, 353–359.
- [4] Ravi Chugh, Brian Hempel, Mitchell Spradlin, and Jacob Albers. 2016. Programmatic and direct manipulation, together at last. Proceedings of the 37th ACM SIGPLAN Conference on Programming Language Design and Implementation PLDI 2016 (2016).
- [5] Robert Nystrom. Accessed 26-May-2020. Crafting Interpreters. https://craftinginterpreters.com/