

## GENERATIVE DESIGN PROGRAMMING

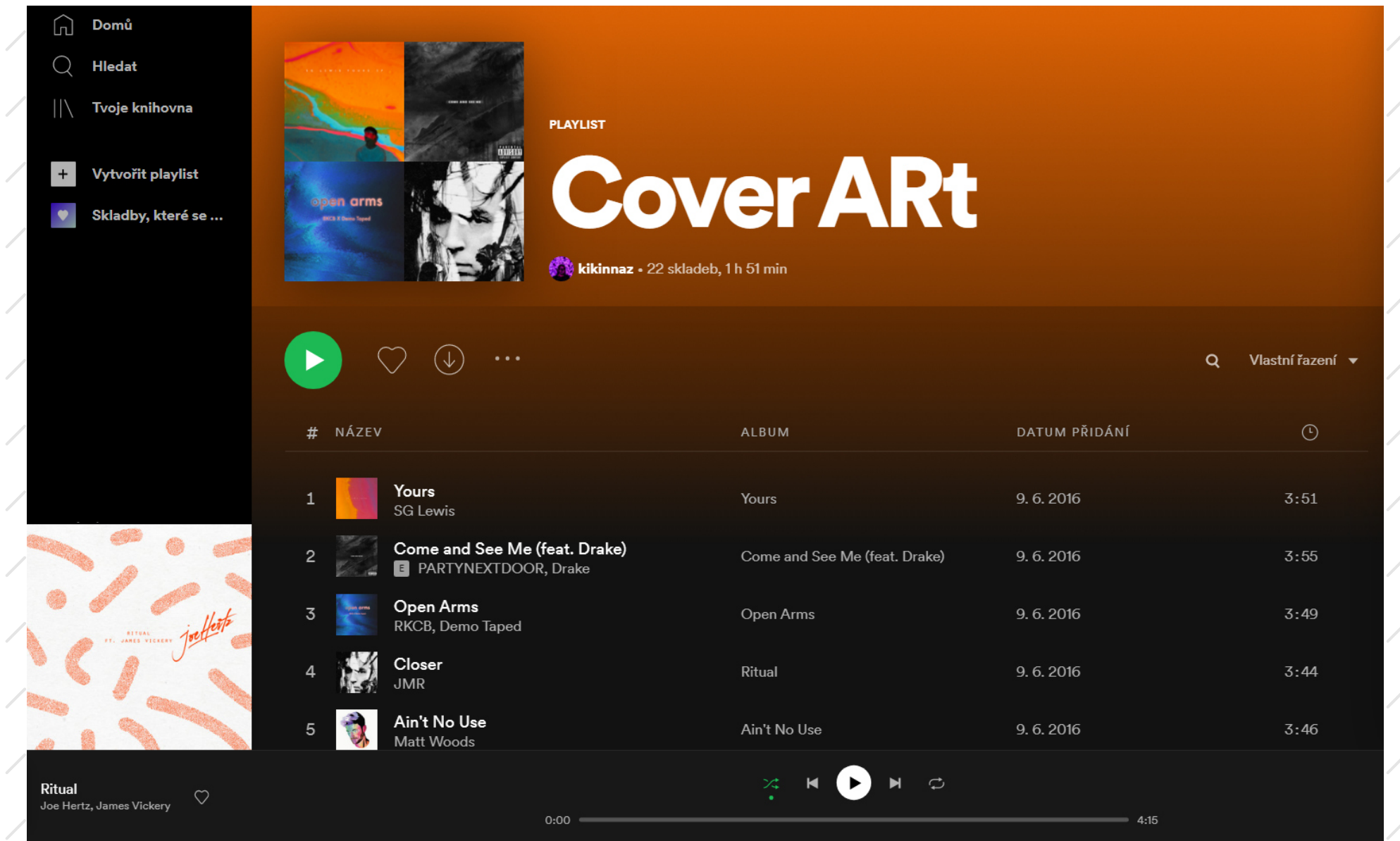
# Three ideas a day

Every day **for a week**, write down **three ideas** of what could be created (not necessarily as a part of this subject). The goal is to observe the world around you - what is good, what you like to do, what bores you, or what could be sparked up. A song, that is badly missing a music video of people flying in the sky, an algorithm, or math function you learn and could be useful for generating visuals or poetry.

Observe the world around you and try to ask yourself questions - How can I modify this or sparkle up that. We would love everyone to show up at the next lesson with 15 or more ideas.

**No idea is stupid!**

**HOW?** Set a reminder a few times a day so you don't forget. Maybe it will go off on a lecture or in a tram and it will make you see something you wouldn't normally pay attention to.



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### Some of our ideas:

Modify toilet for fun - something to stop endless scrolling on a phone

Generating trees for 3D maps

Oscilloscope music

Generative recipes - program which selects ingredients for a meal I'm going to cook

Zebra crossing - entertain people who are waiting somehow (as a game)

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