General objectives for all interviews:

Gain a broader perspective of what different artists perceive to be the primary opportunities and limitations of procedural media vs manual media. Learn about how people rely on tools to explore and refine ideas for producing artwork. Learn about how the chosen media of an artist shapes artists practice, artifacts, and reflection along different axes:

practice: (exploratory <-> structured / manual <-> automated / deliberate <-> generative / physical <-> mental

artifacts: representational <-> abstract / digital <-> physical / ephemeral <-> permanent / dynamic <-> static

reflection: concrete / formal / systematic / visual / analytical / emotional

Objective of interviews with manual artists:
Gain an understanding of what affordances manual artists value in their media. Build on my understanding of what they perceive as the limitations of computational/digital tools, or qualities that prevent them from using such tools. Understand how the qualities of their tools/ media shapes their practice, artifacts and reflection.

Objective of the interviews with artists who program:

Gain a broader understanding of how different people use programming in their art and how they value the affordances of computational media. Get a sense of common and divergent themes in how code is applied to artwork, and how people think about and and articulate the general artistic affordances of programming.

Objective of the interviews with hybrid artists
Understand how they view the different affordances of computational and manual forms of creation.

challenges- it's easy to get people to talk about their tools, difficult for them to talk about exploration and practice.

strategy- start with concrete place by asking questions about tools and artifacts, use those to open up conversations to more general questions

Categories of Questions:

Demographics
What is your profession- what terms do you use to describe what you do?
how do you describe what you make?
How'd you get started in this area?
What was your earliest encounter with art making/ drawing?

Tools:
What are the primary tools you use to make your work?
    may need to refine i.e. digital tools, physical tools, programming languages etc.
What drew you to these tools?
What are the biggest limitations of the tools you currently use?

What role do your tools play in helping you come up with ideas?
Do you ever make your own tools?

Practice -ask them in the context of a particular project.

When starting a new project, what's the most common way for you to begin?

What role does sketching play in your practice?

As you work, do you generally revise one idea, or work from multiple starting points?

Do you rely on any organizational techniques/ tools/ systems? - how do these help you organize your work?

How do you decide when a piece of art is finished?

what's the biggest risk in your drawing process? Does this risk change when you're drawing in different contexts (on an object, on a public space, on a person)

Is your approach/ process different depending on if you're doing a personal piece or a piece for a client?

Reflection:
Are there tools or process that have changed the way you think about making art? (learning to program for example)

Are there parts of your practice that feel more 'creative' and other parts that feel more 'laborious'? What characterizes something as creative or laborious for you?

If you could automate any parts of your process, which parts would they be? which parts would you refrain from automating?

What's the most rewarding aspect of your practice?

Define a series of terms: programming, drawing, craft, art.

Has the process of making art changed the way you think about other artists' works? How so?

Artifacts:
    What kinds of things are you focused on making right now?

Programmer-artist Questions:
What was your first introduction to programming?
What initially peaked your interest in applying programming to making art?
How do you define the computer's role in your practice (tool, medium, agent, collaborator, artist, none of these?)
What are the biggest challenges when using code to make art?

Manual-artist Questions:
Is it important for you to be able to work directly with your hands/body? Why or why not?
Do you have any interest in using programming as a tool for making art? why or why not?

Why do you refrain from using computational tools in your practice?

Hybrid-artist Questions:
What's challenging about moving between digital and non-digital tools?
talking about their trajectory in how things changed in this space