

I first learnt programming with Game Maker, but instead of making games I made a large number of animated geometrical patterns. Most were beautiful but none of them were nearly as strange as quiggles, and at the time I didn't know enough mathematics to understand them. It was actually years later when I needed an idea for my extended essay that I thought about them again.

I found it surprisingly easy to understand quiggles when I actually tried analysing them, even if they appear very complicated in the essay. Of course, I have the advantage of being able to play with them directly, watch them being formed and see the numbers that go with them. I knew that without this point of view they could be extremely confusing to a reader, and I took great care to explain the concepts slowly and elaborately.

I constantly read over my writing, trying to imagine reading it from a beginner's point of view, seeing where it looked confusing, and doing what I could to correct it. Above all, I knew that good diagrams were crucial.