**Tell us why you decided to apply to the University of Wisconsin-Madison. In addition, please include why you are interested in studying the major(s) you have selected. If you selected undecided, please describe your areas of possible academic interest. (650 words max)**

“Hi Joe, what can I help you with today?”

Hearing the phone speak back to me left me in wide-eyed wonderment.

“It talks? How did she know my name?”

Fascinated by its ability, I’d interact with it every day. To eight-year-old me, Siri felt real, almost alive. It wasn’t until middle school that I learned software and programs powered Siri. Since then, I’ve taken programming courses like web and game development and pursued independent studies, delving deeper into programming.

During a summer break in high school, I volunteered at a local orphanage where I met Fashul, a boy with Cerebral Palsy. As I spent my summer there, I realized the difficulties Fashul experienced daily. It was heartbreaking to see him staying indoors while his friends played outside. Inspired by Siri, I developed a voice-activated 2-D video game using Unity for him to enjoy.

Seeing the mirth in Fashul and the kids as they spoke commands to their characters, navigate levels, and defeat enemies made me appreciate how impactful simple software can be. I saw how computer science possesses the revolutionary power to transform people’s lives.

I hope to develop more games, not only as a means of entertainment for users but also to stimulate positive social change, communicate ideas, educate generations, and most importantly help more people like Fashul.

At UW, the project-based education used in various classes interests me. I’m eager to take courses like “Introduction to computer science to K-12”, unique to UW, where I’d be able to work in teams and teach younger students. I can solidify my foundation through teaching and exercise collaboration and leadership through workshops, clubs, and activities while also helping shape younger minds.

I also want to conduct research on game design mechanisms by joining UW’s Graphics Group. I’m particularly intrigued by Professor Michael Glechier’s research on “effective gaze mechanisms”. I think his idea is beneficial towards aspects of realism and will contribute to a more surreal game design and experience. I want to assist him and other members of the group in his research, if possible.

Operating systems and memory technology is also an area of interest of mine, so I am fascinated by UW’s SONAR System Research Group. I want to develop cutting-edge operating and memory systems to house game programs. This will allow for more effective processing of game systems to increase performance and quality and pave the path for more advanced games to come.

Some of my fondest memories were the personal moments I shared with my friends playing various games together. Places like UW's Game Lab will provide me with an environment where I can expand my social circle with like-minded people I can game and mingle with and also collaborate on game projects.

Service has run through years of my life and has a great significance in my journey. In college, with organizations like UW's Morgridge Center for Public Service and Coding for Good, I want to continue serving others through activities like campaigns and mentorship programs and also utilize my programming skills for positive impacts.

UW will allow me to foster the skills necessary to strive for my goals and success in future endeavors.

Do you have non-computer science elements of UW that you are interested in? it might help to make your essay more holistic.