

Exploring Emotional Space Journeys: Setting Sail for Star Dreams

6/5-6/18

In this fortnight I have mainly done a close and specific conception based on the ideas I had when I initially chose my tutor. The design was mainly inspired by the MBTI test, which as a personality test tool requires users to differentiate each person's personality, way of doing things and strengths by doing questions, etc. I think this is a good starting point from which I found inspiration for my initial planning for my graduation design.

Because of my own experience, I found that once upon a time I was very eager to travel when I was in junior high school and high school, and my ideal was to travel around the world, but as I grew older, with the upcoming graduation, followed by the pressure brought by looking for a job, I found that earning money has now become my top priority, and I no longer pursue my own dreams with constant determination as I used to do, but rather, I am stuck in my own workplace, with only the continuous I was stuck in my job with only constant tasks in front of me and lacked the desire to live.

As I came to study in a foreign country, I found that the passionate attitude towards work and the persistent pursuit of my dreams here changed me. I can't let go of my dreams completely because of the pressure of life, and my dreams are the driving force of my life, and they should be with me constantly.

Through my own personal experience, I have discovered the inadequacy of our approach to life, life is not just about wood, rice, oil and salt, life should be full of laughter, if we keep doing things we are not interested in, we will only become more haggard, and we will make ourselves more disappointed in life. We should spend more time on the things we love, which will make us feel the joy of life.

So I think it's vital to find what you really need in life, and how to find what you want is what I need to research and find at the moment.

Since I wanted to try my hand at making a game when choosing a mentor, my initial

idea was more towards a game. As our life is precious, because we can't do the past time again, so we have to cherish the present moment, for life we don't have so many opportunities for trial and error, so I guess it can be through the way of the game, so that the user can be free to plan their own complete life, so that they can plan their new life through the virtual way, instead of clinging to their existing life, thus giving up the former pursuit and ideal. their former pursuits and ideals.

6/19-6/25

From the meeting with the tutor last week, this week I have thought about the question raised by the tutor, I think the purpose of making this thing is mainly to let the users can experience their own life planning in this way, just like letting the life become embodied, the users can choose the direction of their life, and plan out their own life, so that they can find their own direction in the real life as well. If we want to make a game, I think this game should be put in the metro station, although I said I mentioned the metro station in the meeting, but I am not clear why it should be put in the metro station, I have thought about it for a week, I think there are a few advantages of putting it in the metro station, first of all, the first point is because the metro station, as the most people will take the means of transport in the city, the traffic is large, and there will be more people pay attention to this The first reason is that metro stations are the most popular means of transport in the city. Secondly, because of the convenience of the underground, many commuters will choose to take the underground to and from work, our main users are commuters, so placed in the underground station this also happens to be able to let the commuters experience.

Secondly, this week I briefly conceptualised the form of the game, I think as an experiential game, I think it is necessary to let the user have a sense of immersion, so I thought that I could use the way of dynamic capture, capture the user's hand movements, control the game of the spaceship flying in space. Spaceship in the process of space flight will encounter a variety of fork in the road, the player's choice will continue to change the content of the choice of the back until the end to reach the end of the game,

and the game not only has a large turning point, there will be a variety of small debris, when the player controls the spaceship close to the top of a series of difficulties you will encounter in the process, when the spaceship accidentally touched the debris, the spaceship will be returned to the previous point of transition! Starting over. The player can choose the direction at will and explore forever to different endings.

6/26-7/2

This week I have researched the initial design idea, because before that I only researched the commonness of the problem I found, I found that the problem is very common. I then researched the specific reasons for this problem, as everyone's lifestyle is different, there are all sorts of problems that can lead to the loss of the pursuit of dreams, not only work pressure, but also social pressure, financial burdens, family responsibilities and so on. Work is a constant source, if we put down our dreams, it may be in the flood of time is constantly diluted, so that we abandoned or forgotten, we should pursue what we love, not because of the impact of the social big picture lost our own soul, should not be in the work and ideals of the balance between the balance of the wood on the side of a complete imbalance.

How can we find a balance between work and ideals, I think we should start with ideals as a starting point, how ideals are formed and why we all have our own ideals, I checked the available books by searching for keywords, searched through the Google engine and read some related books.

There were a few points in What Are Aspirations - Kendra Cherry that really stood out for me:

Aspirations can also help give life purpose and meaning. They can give you something to hope for and aim towards. Even if these aspirations might sometimes more closely resemble daydreams, they offer a glimpse into the type of life you might hope for in the future. Even if these aspirations might sometimes more closely resemble daydreams, they offer a glimpse into the type of life you might hope for in the future.

Having a vision for the future can also help you feel more motivated and inspired.

When you have an image of what you want in your mind, it can help you stay focused on the things that you need to do to ultimately make that dream happen. When you have an image of what you want in your mind, it can help you stay focused on the things that you need to do to ultimately make that dream happen.

Having aspirations can also help keep you on task and oriented toward your goals. Instead of spending time on wasteful actions that don't help move you forward, working toward your goals, however slowly, will help keep your progress on track. Instead of spending time on wasteful actions that don't help move you forward, working toward your goals, however slowly, will help keep your progress on track.

It showed me why we have dreams and the main role of dreams, it is not only the direction of our endeavours, but also the pill that keeps us on the road. Its importance to us is like a lighthouse and a ship at sea, it plays a leading role in our life, if we lose our dream, it is like our life has lost its direction, just like me before this, I just work to cater for the society, and lack of motivation as a young person.

Viktor Viktor E. Frankl's book *Man's Search for Meaning* combines psychological and philosophical topics, discusses the human quest for a meaningful life through his own experiences in a Nazi concentration camp, and also speaks to the importance of dreams, with a passage that stood out for me:

"Everything can be taken from a man but one thing: the last of the human freedoms—to choose one's attitude in any given set of circumstances, to choose one's own way. "Everything can be taken from a man but one thing: the last of the human freedoms—to choose one's attitude in any given set of circumstances, to choose one's own way.

This is the author's own personal experience of extreme adversity, and he emphasises the inalienable right of human beings to have the freedom to choose their own attitudes, even in the most adverse circumstances. The book explores the human quest for oneness and purpose, and he argues that finding purpose in life and a vision for the future is the key to finding happiness and fulfilment.

7/3-7/9

Monday at the invitation of students, went to the RCA to visit the graduation design exhibition, mainly visited some of the clothing design and pure art direction of the work, because the time to go to the late, just a simple stroll in the game design direction of the students' work and a short exchange of communication on the five o'clock closing time, but one of the undergraduate clothing design and postgraduate game direction, combined, gave me a deeper impression! But I was impressed by one of them who combined undergraduate fashion design with postgraduate game direction. But because of the time limit, I didn't have time to take photos.

Two days after that I made a date with my class to go on a short trip to the town of Canterbury around London, and saw a lot of rather interesting buildings and all sorts of little animals, and then took a long bus ride to the nearby White Cliffs, where I saw the wharf for importing and exporting goods, and there was always a sense of disappointment as I watched the trains drive on to the freighters, and watched the freighters coming in and out of the harbour. Although the weather was never very good during the trip, and at times it even rained for a while, I thought it might make for a great memory for me as someone who really enjoys travelling. I still remember to this day the embarrassment I felt when a few of my classmates and I almost returned because we couldn't catch the bus.

7/10-7/16

Because people's pursuit of their dreams and the extent to which they remain passionate will gradually diminish with age, although there is no fixed time limit, most people basically have very little persistence for their dreams left after the age of 30. Before that, when people are young, they are more likely to be passionate about pursuing their dreams, whereas in the middle-aged or old-aged stage, individuals may pay more attention to their families, career stability and financial security. This is not only related to life stage, but also closely related to career and family responsibilities. Since entering society for longer and longer periods of time, factors such as growing careers,

shifting family burdens, and social pressures have led people to gradually put their dreams on the back burner. This is especially the case when more time and experience needs to be invested to fulfil other life demands.

In general, although there is no specific age at which people gradually lose the pursuit of their ideals, and each person's situation is unique, it can be found that after the age of 30, the vast majority of people have more or less forgotten their dreams due to the series of problems mentioned above, and most of the people who I talked to on the subject of dreams expressed regret and lamented that Most of them expressed regret when I talked to them about their dreams, and lamented that they could not maintain their dreams because of various reasons.

So I think we should find our dream before the fire of dream in our heart is extinguished. Therefore, through this research, I have clearly defined the target audience, I think the age should be between 20-30 years old, because the majority of people under 20 years old are still students, they have not stepped into the society, they have no worries and pressure, and they are still full of expectations and plans for the future, and after 30 years old, due to a variety of reasons, they are either still insisting on their own ideals, or they have completely run counter to their ideals. Therefore, I think people between the ages of 20 and 30 are the most suitable, either they are already full of plans for the life they love, or they have encountered obstacles at every turn and their hopes are being eroded a little bit, so I think it is most suitable for people between this age.

7/17-7/30

I've been planning for some time with my class to rent a car together and travel from Belgium to Holland and Germany to get a taste of the food and customs of the other countries. Monday morning at four o'clock on the packed luggage to take a taxi to set off, we set more than seven o'clock flight to Belgium, because the car rental company closes earlier, so we just landed on the luggage on the first taxi back to the hotel, until the next morning we get our rental car, Belgium, we first arrived in the city of Brussels, the first day we ate the local very famous big pork knuckle, saw a lot of very famous buildings, we

also saw the United Nations headquarters building. The first day we went to Brussels, we ate the famous pork knuckle, saw a lot of famous buildings, and we saw the United Nations headquarters building. Next we went to Antwerp, ate local very good fish and all kinds of roast meat dripping with sauce, still took a lot of very beautiful photos, but I think my impression of Belgium is not so deep, because of the holiday, basically very few shops open on the road, the people are also very few, a lot of locals are out of the holiday to go, so we did not stroll very comfortable, more in the city Walking.

We then drove to Antwerpen in Holland where we stayed in a design hotel, but I don't think that looked like what it was presented as. I was very impressed with Holland as it was really expensive to park. We went to see the Rubik's Cube house and went to a very famous local market, where we sat on a bench next to the Nieuwe Maas and waited for the sun to set. We then set off for Amsterdam, making a stop at a small town on the way, where we bought tickets to see the construction of a Dutch windmill up close and learnt about the origins of the windmill and the history of its development. In Amsterdam we visited the Van Gogh Museum and saw Van Gogh's life's work, we then visited the Heineken Museum where we tasted Heineken beer, which I thought was so much better than the Heineken beers I had been drinking outside. Before going to Germany, we also passed by the village of Sheep Corner, although the village is not very big, but when I walked into the village, it gives people a very warm feeling, the door to door are close together, each family has its own yard, each yard is very beautifully decorated, some were planted with all kinds of flowers, some with a lot of simple decorations, but the combination together has a feeling of bright eyes. And the whole village is surrounded by waterways, tourists can walk on land, you can also rent a boat to boat tour, because our itinerary is not arranged too long in this town, so we still choose to walk the town walked through the way and then left, I have a very deep impression of this town, I hope that in the future there will be the opportunity to go back again, and properly feel the local folk again.

After that, we drove into Germany, the driving time was relatively short every day, but after entering Germany, it was totally different, the cities we were going to can be said to be all over Germany, we had to drive at least five hours every day, so we chose to

drive for a period of time and then buy water at the service station to make a simple rest. The first city we went to was Cologne, we went to the local chocolate factory, tasted the chocolate just produced from the production line, learnt about the production process of chocolate, visited a variety of machines used in the production of chocolate, and also saw the machines of different eras, which are the wisdom of mankind so that technology has been constantly changed. Before I left, I bought a few boxes of chocolates from the factory and gave them to my friends.

My best friend and I then continued on down to the next city, Frankfurt, and it was already quite late when we arrived here, so we simply wandered around and had the German pork knuckle that I had been craving for the rest of the evening. We then took the route that everyone would choose first when they come to Germany - the Black Forest Trail. From Frankfurt, we passed through Heidelberg, then Baden-Baden, followed by Hiltach and finally arrived in Munich. The scenery on the road was very beautiful, we saw all kinds of landscapes on the road, and we even went to the wrong road because of the navigation, but unfortunately, we finally managed to arrive and ate the Black Forest Cake that we had been longing for, if we were late for half an hour, we would probably have even closed our last shop. If we were half an hour late, even the last shop would have been closed.

The next and furthest journey was from Munich to Berlin, which took seven hours, and because it rained all the time it took us almost eight hours to get to Berlin, where I went to see the Humboldt University, visited the German Cathedral and the Berlin Wall. Finally we arrived in Hamburg and took a flight back to London. The whole trip was exhausting, but I think it showed me a lot of cities that I probably never even thought about, which is probably more valuable to me than just books, and I saw a lot of sights that I will never forget. It was also something I had always dreamed of and realised before I moved on, and it will probably be one of the most exciting moments of my life. I'm thankful for my own persistence in keeping my dream from being ground down by reality.

7/31-8/6

Because a lot of schools are graduating at this time of year, and it just happens to be the time of year for autumn recruitment, for those of us graduating in December, it must be extraordinarily difficult to find work at this time of year because a large proportion of the places are reserved for students graduating in June and July, and after that places are few and far between or no longer available for recruitment. So we must also have to seize this opportunity to submit our CVs, so I this week I have sorted out the work I have done for my postgraduate and undergraduate degrees and made my CV, and then I have started to submit my CV on various websites in the hope that I will be hired by the company.

8/7-9/24

Last week I found a suitable job for me, although I think the salary is not high in the industry, I think it is just right for me as my current job, I think the content of the interaction design direction is just what I am interested in and particularly want to do, and I hope to learn more things through this job. Since I haven't graduated yet, I applied for the online office. As an intern in the direction of interaction design, I was assigned the work of user research at the beginning of my work, to research and understand the needs and expectations of the users, to get the key information through the online query, and to design the user interface of the product initially, including the layout of the page, the production of icons, the selection of colours and the matching of fonts, which were not difficult to complete for me, but I think I am very interested in this job, and I hope to learn something through this job. These tasks were not difficult for me to complete, but I wanted to learn more about the content of the first part of the development, so I searched for videos on the Internet by myself after work, and I hoped to have the opportunity to make my ability to touch this part. A month and a half passed very quickly, although this month and a half of time I contacted few projects, but through the participation of the actual project and time, I have a deeper understanding of the actual operation of the interaction design, and accumulated valuable experience, but also for

my next work to lay the foundation, during the internship, through continuous improvement, the superiors continue to feedback problems, I found that the content I did seem to have no What is the problem, but I have a lot of details did not pay attention to, through this internship, also let me realise the problems I have, which is also very important for my learning and growth. In the process involved in the use of software from my new job when I was rusty to become comfortable, I think this makes my foundation more solid, but also to develop my social skills, although there is no offline office opportunities, no face-to-face communication with colleagues, but online communication allows me to understand the importance of teamwork, by communicating with each other to understand the project's global vision.

And in this month I learnt more about game production and software use through video learning, I think that although at the end of the last semester we were able to independently complete a small game as the final coursework, but I think this is far from being enough for graduation design, many things need to be re-learned, a lot of knowledge needs to be re-combined, and can't be the same as at the end of the last semester, and then learn on the spot so as to appear to be at ease in the process of graduation design. I can't meet the same problem as at the end of the last semester and then learn to use it now, so that I can appear to be at ease in the process of graduation design. Although the things I can learn in this short period of more than a month are few and far between, but it's always better than encountering difficulties and then learning again.

9/25-10/8

During the holidays at work, I talked to my colleagues who have been in the job for a long time about the difference between dreams and real life. Because of the different social structure, we do not have sufficient policy support, and we need to rely on our own hard work to be able to support ourselves and our families, and this is the reason why a lot of people stop on the road of pursuing their own dreams. It is not that we don't want to go for our own dreams, but as a child We are full of curiosity about the world, naively

believe that everything is possible, and have a lot of beautiful imagination for the future, this naive and optimistic thinking will make it easy for us to have a dream. However, as we grow up and as the factors around us change, not only the pressure and expectations from the society, but also the failures we encountered in the process of realising our dreams, all these will erode our confidence in pursuing our dreams. Fear of failing again, because of school, work, family, or the influence of those around us who have lost their dreams or scoffed at them, we lose our own pursuit.

Since dreams are slowly diluted with time, we can't go back to the past to pick up our lost dreams, but the reality is that for us nowadays, we are pushed forward by the current of society, not only do we have no time to fulfil our dreams, but also because of the influence of the people around us or the interference of various factors that lead to the stagnation of the dream.

So the question of how I can feel the emotional value of realising my dreams without affecting my current life became my next consideration.

Because of social problems, we don't have the right to change other people's existing life, so I changed my design idea for the previous idea, how to let people feel the heart emotion or physiological feeling when they realise their dreams without affecting their normal life, which became my new research direction, which is oriented to the psychology and biology aspect, I did some research on this aspect in this holiday, first of all, why human beings produce excitement or other kinds of emotions, and the various emotions that human beings will produce after accomplishing something, and so on. Firstly, I have researched about why human beings feel excitement or various other emotions, and the various emotions that human beings feel when they have accomplished something.

For the final graduation project, I think I'm going to go ahead with the game. I would like to achieve this through vr in terms of auditory-visual aspects, and if conditions allow, I would like to include some olfactory-taste methods to make the experience more immersive.

10/9-10/15

The current progress is in the game modelling stage, I have done a collation of last week's questions, as my main research is through reading articles and reports and through online research, so this week I have supplemented my research through questionnaires, by guiding the user to recall how they felt when completing a longer term goal.

The questionnaire was completed by a total of 60 people, 25 of whom felt that it was more of an excitement and joy when accomplishing something that was relatively difficult, and they felt that they felt very happy and wanted to celebrate right away when they reached a long sought after goal.

Thirteen people felt a sense of satisfaction and achievement when they overcame obstacles to achieve their goals. Thinking that their efforts were rewarded. Others had several different emotions, 8 people felt that their emotions when completing an important goal should be one of relief and release, for them reaching their dream could mean the end of a long time of pursuing and working hard, which brings a feeling of relief and relaxation. Six people thought it was a feeling of gratitude and humility, they felt that it wasn't their effort alone that made it possible, but also the help of many people around them, and they would choose to be grateful to others first.

Three of them considered it to be confusion and emptiness. After they had worked continuously for a goal for a long time, when that goal suddenly disappeared, they would feel that they had no direction to pursue because they had lost their goal.

There are also three people who feel that it is pride and self-esteem that makes them identify with their own abilities and toughen themselves up more in the future, which is also a sign of greater self-confidence. Finally there were also those who felt it was a sense of anxiety and worry, although this seems rather contradictory to me, it cannot be denied that each person is affected by different influences that produce their own unique emotions, they felt that after achieving their dreams they would begin to worry about the future and their aspirations, and worry that because of their future moves they would be affected by their previously accomplished achievements.

I think each person has their own unique emotional experience of long-term goal attainment, perhaps with their own depth due to the complexity of the goal, so we should respect each person's emotions.

10/16-10/22

Because of last week's meeting, I found that I still have a lack of preliminary research, and I still have a lot of questions that I can't answer in the meeting. Therefore, I reorganised my preliminary research and searched and browsed through it again to check for gaps. I searched for keywords through google engine by searching for keywords: why do people have various emotions, firstly, I learnt about Panksepp's basic emotion system, how we generate emotions and control them and what are the emotions that we generate. Secondly, I looked for some papers on the Knowledge Network to read, the content mainly analyses the relationship between the production of emotions and biology, psychology, and finally I searched on PubMed according to the keywords of the emotions produced by the completion of long-term goals, and found some of the results I wanted, and finally combined with the content of my online research to finally complete the preliminary research.

Because the results of the research are divided into many kinds, I can't make them all, so I choose the most typical emotions that are generated by the largest number of people in my research as the main object to make the game. The game is mainly in the form of a story, because human beings will produce different emotions when they fulfil their dreams, let's take the most common and the largest number of people as an example, excitement and joy, the game scene is in space, a spaceship sailing because of the fuel crisis, resulting in a forced landing on the planet, the player needs to manipulate the game character to go out to collect fuel (because of the excitement and joy, so the planet can be relatively cute, the background music is more pleasant, the player needs to control the game character to go out to collect fuel). The player needs to control the game character to go out to collect fuel (because of the excitement and joy, the planet can be relatively cute, the background music is more pleasant, and the things to collect

can be some cartoon patterned things), and there are monsters behind that have been destroying it, and the player needs to avoid the monsters to collect it, and being hit by the monsters will result in the fuel collected falling down, and the player can open the supply crates on the planet to get supplies, which may be the equipment used to speed up the collection of fuel, or the weapons used to knock out the monsters. The player will need to return the collected fuel when the oxygen runs out and replenish the oxygen for the next collection. At the end the ship collects enough fuel to leave the planet. After confirming this down the rest of the week I spent continuing to refine the modelling part of the game.

10/23-10/29

This week for the dissertation material to do the organisation, and sort out the corresponding content of the dissertation need to write, and secondly in for the excitement and joy emotions of the game model built, I game lacked some contrast, so I want to make another because of the completion of the ideal and the emotions to make the game between the existence of contrast, so I chose in the research compared to the people slightly less emotions of confusion and emptiness to produce, because the I had previously played some games that made me feel similarly, so I thought I could slightly reference the design.

The design of the confusion and emptiness I mainly refer to the game style of Hellbound and BioShock Infinite, because to make the whole game has a certain degree of interoperability, so the backstory is similar, the backstory is that the player was sent to space to carry out the recycling mission, suddenly in the course of the flight your radio receives a weak message of distress, you quickly flew to the planet to save the planet, the planet is wrapped in thick smoke, you dock the ship, and the planet is surrounded by endless villages. Surrounded by endless villages, you keep searching for survivors by the weak waves of your radio. Because of the planet, the things on the planet have mutated and become huge in size, you have to save the survivors before they are found by the insects in the thick smoke. After rescuing and escaping the planet, the radio starts

buzzing again during the flight through space. Based on this plot and style, I'm scheduling the rest of the week on modelling.

10/30-11/5

This week's plan was to continue with the modelling tasks that I didn't finish last week, and secondly to start the game process, but I don't know what caused a sudden swelling in the middle of the eyelid of my right eye last weekend, which caused my right eye to be a little bit hard to open, so I went to the hospital on Monday to get a diagnosis, but I didn't get diagnosed on Monday because of the crowd, so I went to the hospital first thing Tuesday morning, and got the medicine, and then got the medicine, and then got to the hospital. Although I said that I got the medicine, but because of the reason that the swelling of the eye was unbearable, it resulted in very little progress in the graduation design this week.

11/6-11/12

Before Tuesday I finished building the scene model for the confused and empty emotions, because the vr equipment I purchased hasn't been delivered yet, so I tried to connect the game through the mouse and keyboard first, before Friday I finished the basic game operation, but there are still a lot of elements haven't been added yet, just simply adjusted the animation mechanism operation, the game flow and some of the details need time to be adjusted and improved, the scene The game flow and some details still need time to be adjusted and improved, the scene still needs to add some more unreal, and the whole still lacks some filters, which needs to be further adjusted. During this week's meeting, Tutor Hadeel asked a lot of questions about the video I presented, which made me realise that I need to finish my game as soon as possible, and that I need to invite other people to play the game, record their experiences, and make adjustments after getting their feedback to ensure that the results of the feedback are in line with my research questions. I had to leave plenty of time for the service experience after the game was completed.

So this weekend I refined the game and switched to vr for the gameplay experience thus allowing for a more immersive experience.

11/13-11/19

This week I invited my friends to experience the game, the feedback given is mainly for the lost and empty series of games, all feel that the overall feeling is not depressing enough, not letting people play when they feel lost and empty feelings, that the game should be set up again more NPC, the scene and then add a fuzzy effect, the player manipulates the role of the run is too smooth, there should be some of the influence of their own or external forces Get the effect of deceleration, did not find the game particularly difficult to play, and that the void should not be able to fight monsters, only to hide all the time, so it is more like an escape game. I've been looking for solutions to each of these problems this week. The game is pretty much done, but the thesis is still relatively lacking, so I'm spending the rest of this week continuing to write the thesis, and trying to finish it by the end of this week.

11/20-11/24

The original plan was to finish all the content of the game on Sunday last week, but because of some minor problems in one part of the game, it was not finished in time, and the thesis still needs to wait for the completion of the game before it can be continued, so it was delayed until the 22nd at once, followed by recording the video of the game tour, and I invited my friend to act as the candidate for this tour, so that there is no subjective factors that can I was able to provide a more objective assessment of the game. This was followed by editing, and although the game was complete and smooth, I felt that adding more effects would make the video look more vivid.

I didn't realise that in the blink of an eye my graduation design has come to an end and more than a year of postgraduate life is coming to an end. Just like my final project, I have pursued my ideal, step by step, from an ignorant student to a young man who has entered the society and started to work, and then back to my student days, and it is this

time when I was a student that gave me a chance to see the world, although there are still a lot of places that I have not yet stepped on, but this is a good start for me, and I will continue to pursue my dream and live for my dream. Lastly, I hope that my project will have the opportunity to help those who are not able to continue to realise their dreams because of life or for various reasons, so that they can also feel what it is like to realise their own dreams. I would like to thank all the teachers for their hard work during this year, so that I can learn more knowledge, and I would also like to thank my mentor Hadeel from the bottom of my heart, in the first mentor meeting I was very nervous, afraid that I would say the wrong thing, but slowly I began to let go, although I may not fully understand what you mean, or because of the problem of my English expression, you did not understand what I wanted to say, but I was not able to understand you. Although there were times when I didn't fully understand you or you didn't understand what I was trying to say because of my English, you still gave me perfect replies every time and sent me an email with the content I needed to change or reconsider, so that I could know more clearly what I needed to do afterwards, for which I'm very grateful. Thank you so much to each and every CCI teacher for all you have done throughout the year.