3. Tell us about your interest in the Summer College programs (both your first and second choices) you selected in your application. (250 words)

-Why did you select these programs?

-What do you expect to gain from them?

-What personal, work, or volunteer experience have you had related to these programs?

*Self-Reliance* is a sex-education game my friends and I designed. After its release on a popular PC game distributing platform, we received thousands of reviews from teenagers in China and many media agencies wrote about it. One of the missions of the game was to provide sex-education to Chinese adolescents through an accessible, fun yet informative way.

Growing up in the digital age, I’ve participated in various technology design projects. As a Millennial, I rely heavily on social media for information and news which is why I want to learn how to create powerful and positive impact for communities using social media. Currently, I am developing **a social media clock application to form a bond between close friends and do everyday tasks to keep that bond. This application allows the close friends to record all their life and share it within the others. Which helps to create a united atmosphere in the community. ..... (note: add more information - what would this clock do? How would it help communities?)**

I am very interested in the summer course, Growing Up in the Digital Age at Cornell University. While researching the course, I learned about **Professor Janis Whitlock**’s current research on the intervention in mental health and wellbeing using social media and new technology among the adolescent and young adult. Through **Professor Janis Whitlock**’s course, I would learn about the role digital media plays in the development of adolescents and young adults. I hope to implement the new perspectives and knowledge I gain from the summer program in my projects to promote strong and healthy communities.