**Part 1 - Background: - The PAST YOU**

This paragraph should give us the background story of you and technology. Consider adding some of these points:

- how you became interested in technology (what kind of technology?)

- a story of the first time you became amazed/fascinated with technology

- what did technology mean to you when you were growing up?

While walking, eating, even sleeping, I never feel tired of questioning about the world around me, followed by *‘Why, How, Is it possible...”* I enjoy taking an abstract idea and turning it into something real. When I was a kid, I was always curious about whether swallowing the watermelon seed will grow baby water melons inside my stomach or not, and I wanted to make a pill that could kill the seeds to stop that from happening. Once to have a better game performance, I would break my computer into as many pieces as it could be break into and install a single component to speed it up. Growing up, my curious mind took up an interest in technology after I played Pokémon on the Nintendo DS. Other than the incredible graphic that I have never seen before, I always thought that the weather inside the game was synced with the real world. Although later I discovered that it just happen to be coincidences, but this weather idea has become my first technology-related curiosity. Life was never dull, I usually contribute my recess time on learning new things like harmonica or how to make a bow, or I would spend that time working on the mini school apps I did for fun. After hearing complaints from my classmates about the lack of GPA at school, I decided to make GPAC, a GPA calculator, for my school. After dealing with the complicated backup function of a popular Chinese social media platform, I designed an application with a simpler function.

Technology to me was just something I am super interested in which happens to make me sort of a cool kid because I am the only person who knows how to make apps in the school. I never thought that it can become a bridge to connect problems and solutions in addition to being fun.

**Part 2 - Catalyst**

- how you became involved in the sex-edu game

One day when I was playing video games, I received a message from Sharon, a girl who I had a crush on, inviting me to participate in a group competition with her. I accepted the offer because of Sharon and because I was curious! The assignment was to solve a problem facing our world. While brainstorming, a group member brought up the topic of sex-education in China. Her words reminded me of the incidence that happened two years ago: Children at a kindergarten in Beijing were sexually abused. When I heard the news, I remember feeling both angry and surprising. I wondered: “Why did this happen?” Why would there be such villain and why weren’t the kids taught to protect themselves or at least tell their parents after they were being harassed?

**Part 3 - Gaining new perspectives**

- What were the difficulties of developing this game?

- What made this game different from other apps that you developed?

After the group meeting, I went home and did some research online. I was shocked how a lack of sex education could trigger an incidence like the one in Beijing. If the kids were taught to tell their parents after being harassed, at least that could stop the criminal the next day. Wordless anger filled my heart. Sex-education is a sensitive topic in mainland China, but we continued to pursue the topic. Recalling a video game I used to play that taught people how to date, I proposed to make an interactive sex-education video game. To make the game more realistic, we used real people as actors. I was responsible for the technical parts, such as using the game engines or programming languages to develop the game. I realized bringing this idea into reality was not as easy as the previous projects I’ve completed before. Instead, researching the marketing need of a sex-education game is a significant challenge for us to go: hard to find what we need for the game from textbooks, hard to find actors who would act for us. Even some of my classmates thought that I was doing something inappropriate.

These challenges made me aware of the seriousness of the problem is. Several months ago, I thought that making a sex-education game was just like making another app. But now I have realized that it was much more complicated. All of them are the forces that drive me to keep working late at night to finish the coding part of the game. While members feel uncertain about what we are doing, I would remind them of the significance of our project. We found ways to obtain professional knowledge through visiting related hospitals.

Four months later, we finally finished the game and decided to submit it to Chinese software distributors. Although we received rejection letters, I still didn’t give it up. We firmly believe it is a way for our teenagers to learn more sex-education knowledge, at least my friend who got “abducted” and played the antagonist of the game has changed his viewpoint on sex-education. I wrote a 7-page ‘appeal letter’ to these distributors and the same time I submitted the game to a global steam.

Paragraph 4 - closure - The PRESENT YOU

- how do you hope to use technology in the future?

- what have you learned from making this game?

- how has it changed your perspective

On Feb 1, 2018, the game was released online.

I went on the plane to Norway and started my 10-day Arctic trip as a reward for my hard work. No matter how the world reacts to the game, I would be proud of ourselves that we made a game from scratches and I didn’t regret doing that. Fortunately, the intermittent calls from various media telling me that the game I made has become trending on the Internet broke our concern.

Now we have updated the 4the version with over 1000,000 downloads. These surprising changes have made us excited. But what makes me happier is that I changed the ideological form of this society through the abstract idea, willing to act on it and the technology. I am not just a boy who uses tech to tackle his daily life issues, but he has grown to be a young man who knows how to use technology transforming social status.