**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...”* In my childhood, thinking about whether swallowing the watermelon seed could grow a full-size fruit inside my belly, I would try to make a 'pill' to prevent that from happening. Once to have a better game performance, I would break my computer into as many pieces as it could be and install a single component to speed it up. I enjoy taking an abstract idea and turning it into something real. Growing up, my curious mind took up an interest in technology after I played *Pokémon* on the Nintendo DS. Besides the incredible game interface that I had 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 happened to be coincidences, but the weather sync idea became my first technology-related curiosity. Since then, I’ve been in love with developing small programs. My life was never dull, I often develop mini apps to help my friends or myself on solving some usually tedious manual tasks. 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 used to be something that I am super interested in which makes me a cool kid-- the only person who knows how to make apps in my school. However, I never thought that this skill I hold could be used to make something more meaningful and widespread than the handy apps I made for my own community.

**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 shocked and angry. I wondered:

“Why did this happen?”

“Why would there be such evils in the world?”

Why didn’t these kids ask for help 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. I could not imagine what it’s like to be helpless to defend yourself. They even didn’t know what were they experiencing; they even didn’t tell their parents after being harassed. 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 new game engines and self-learning new 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, the attitude of the public to this game and the hardness on finding relevant knowledge that has been hold as Apple of Eden have become significant challenges 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 not only made us excited, but it has made us more than sure that our work have been approved by the public. We didn’t waste our time, in fact, we succeeded to change the ideological norms of the society we live in by using technology. I am not just a boy who uses technology to tackle his daily issues. I have gown to be a young adult who knows the visions beyond an abstract idea from an ordinary curiosity and has devoted to make these ideas come true.