

### **Peer Critique: Artifact #2 Draft**

The purpose of this peer critique workshop is to give and receive verbal and written feedback on your artifact drafts. Your feedback should be geared toward providing constructive criticism and helpful suggestions for the overall development of the project.

You will only need to provide written feedback for one of your group members; everyone will receive one written response to their work.

#### Part One – Talk About It

Schedule a videoconference with your group on Friday. Each writer/artist should take a turn sharing their project (via screenshare or sending a file/link) with the group. They should say what they like best about their project and what their greatest concerns are. The group can then ask questions, offer suggestions, and share their immediate reaction to the concept and aesthetics.

#### Part Two – Write About It

After each person has talked about their project, rotate/exchange drafts so that each person will receive one written response.

Carefully review the project you will comment on, and write a critique based on the following questions. For each question, don't just answer "yes" or "no" – explain *why*. Reference specific examples and give suggestions for revision.

You will need to finish your written response and email it to your classmate by Friday night at 11:59pm (in addition to uploading it to the Canvas Assignment).

#### Conceptual

The project is though provoking as the concept of trying to manage time for work and time for oneself is typically a task that is lost in the midst of routine. Thus, by putting this challenge as the central narrative it allows one to begin to think of what is most important. This careful balance is hard to achieve in a simple game, but I think that with what it has so far, there is a lot of potential.

The tone is rather neutral as it is a description of events, this may represent the distanced emotions that one is supposed to feel when they skimp out on having fun with family a bit. To improve you can add few additions to how relationships with friends, and family are displayed either through writing or through more gamey elements.

There are repetitions of the types of decisions that you have to make, but this is justified as it is an exploration of the decisions that we have to make on a daily basis.

From the first to last element, is there is a progression and development of the ideas? By the end of the piece (whether a story, game, poem, bot, program, or other text), does something about the concept become more fully illuminated?

The piece as a whole is quite short, which does limit the ability for there to be a definite progression or development of characters and relationships. Nevertheless, there are some developments which I thought were a good touch on the consequences of choices (like being able to purchase gifts for your family with your bonus). The story does leave off with questioning the audience as to the effect that their choices had on their relationships, which without much information on said relationships may detract from the overall feeling of the piece. At the same time this does leave things up to interpretation rather than pinning down the complexity of experience and the choices that we make on a single ending.

But I still think that more unique detailed endings should be added to show the effects of your choices as leaving off with the questions can seem a bit abrupt.

The writing is effective in displaying the information that is necessary, but I think any drastic risks are being taken here as the choices can seem rather binary at times.

### Aesthetic

The background is green, which craftily symbolizes the ever-present importance of money in our decisions. Though I cannot attribute symbolic meaning on the decision to have the text in white with black links without too many assumptions.

The design is in the basic format of most other hyperlink texts which does provide that functional ability to focus on the narration rather than the medium itself. Though I think that the lumping of both choices at the end of the paragraph can add an element of confusion as I would have to hover over to see each option (having these on separate lines or distinct sections of the text would improve this aspect of the design).

The color palette ensures that the text is readable (as oppose to some of the more eccentric uses of coloring in hypertext stories). Though I think that the green background could be make a darker shade of green (this of course would make it necessary to change the color of the links) to make it a bit more pleasing.

The aesthetic style is consistent throughout the piece and doesn't change. Although this makes sure that the audience's attention isn't brought away from the text, it could also change to show how the environment or emotions of the character changes. For example the light green background might not fit the feelings of someone who has ignored their family to work extra shifts at their job. Of course I think that the visual use of the green background is important, and should be kept, but dimensions to this use of color could be reflected in its shade or in the color of the text to engage the audience in questioning whether the same concept of money is being questioned in each scene.

The interactive use of making the audience choose is important for the conceptual questions that are posted and clarified at the end of the piece. Aesthetically if the purpose is to integrate these choices with the rest of the text and not draw too much attention, then perhaps changing its color as I suggested would not help.

Overall the style of the piece is rather minimalistic, but still reaches the symbolic level with money always being in the background. I think that this is rather effective in its current form as it draws the attention to the text, which I think would be even better when and if new details are added to each page.

The green really does yell at the reader when one first sees it, but overtime it fades in the background. If this is the intent, then it is symbolism done quite well.

### Technical

I think that the use of choices at the end of paragraphs was born more out of necessity than intentional crafting and I think this department can use a bit of editing. But overall the aesthetic and the effect of going to work and being able to pay for gives is well done and is one of the most compelling elements of this hypertext story.

Absolutely, the tools and platform inherently push the audience to question the consequences and value of certain choices, which makes this piece much more engaging and impactful than a distant monologue.

In the draft format the hypertext story is left to the basic format of the traditional hypertext story, with options to engage the audience in actively contemplating the consequences of choices. But I think that with some use of variables the piece can make much more effective use of the technical resources of CSS and JavaScript.

I think that spacing would be an interesting element to make use of more often, such as separating paragraphs or separate ideas so that the decisions aren't always stuck together at the end of the narration. Perhaps having separate paragraphs with once related choice would be more effective.

There are a few errors in typing that I noticed, so I recommend not writing these directly in the Twine application.

### Overall Effect

I think that the attention brought to the narrative by using the minimalistic elements is important, especially with the choice of the background color. However, I still think that certain additions can be made in this regard to improve how the aesthetic such as images in between sections of the text. Though this is just one suggestion, and an eye for consistency is necessary in order to maintain focus on the narrative.

Conceptually I think that having the audience reflect on the decisions of the past has the potential to be pushed into the extraordinary. This is especially true when considering how the game goes through days and weeks, allowing the audience to see their choices on a larger scale, which can be hard to do when you are caught up in the moment.

I think that the conceptual frame of the piece is very memorable, as I whenever I think about the balance between work and school I am brought to make certain conclusions on what I deem meaningful in life. However, just as much as this induced introspection is the piece's strength, its lack of pungent details can make the overall message and choices that one makes lacking any true weight.

The aspect that I believe is in need of revision, or rather addition, is how relationships and the progression of the character's feelings are in need of additional details. This is because it implies that you are supposed to feel worn down after working, and asks how you feel about it in the end without really connecting it to specific elements of the audience's lives through open ended questions or specific projected feelings and thoughts (as are present in some portions of the text).

### Revision Strategy

Based on the verbal and written feedback from your classmates (as well as my feedback and your own sense of where you want to project to go), consider how you can revise your project to be more effective.

Write down a revision strategy to develop your project toward the final draft. Include this revision strategy in your revised artist statement.

Revise accordingly.