

Briefly explain the information contained in your submission. What were you trying to say? Why?

My remix project both communicates and demonstrates how using different media can change language. The original message of my research paper is that language is changed by different media/technologies. I chose to research this topic after reading early in the semester about code switching—where people change the way they use language based on the context; I figured a similar phenomenon would apply to how people use different media to communicate, and it does.

Discuss each and every choice you made in service of the goals you mentioned in #1 and the work you mentioned in #2. (This will be the longest section of your statement, and could cover several paragraphs.)

In my artifact plan, I originally decided to build a website to share my project. I wanted to incorporate a timeline, showing how different new ways of communicating change how we use language. I also wanted to incorporate graphs and images, and videos into the website. My main goal for the website was not to have a wall of text.

When I sat down to start the project, I looked up examples of timeline websites people had made for various different events and subjects. I couldn't find any ideas to inspire how my own timeline might look, and I also didn't think that a timeline on its own would be creative enough, or interesting enough to capture the attention of my audience (my peers) for long.

That is when I came up with the idea for what I eventually ended up making. Instead of having people passively browse through a timeline with pictures, graphs and museum like blurbs (which I know won't keep most teenagers' attention, including my own), I decided to make a timeline that is delivered as a series of text messages sent from various characters who are relevant to the messages they are sending (such as Dave Roos, who is a historian sending messages about Martin Luther's impact on the German language).

The reason I decided that a messaging app was a better form to deliver my message in is because it is interactive, which hopefully holds attention better. The other reason for delivering my research as text-like messages is because I could actually demonstrate the message I was communicating; as I discuss in my paper, texting quite often takes a more casual form, using emojis, abbreviations, and images to communicate—when compared to something like an academic essay, or a formal email, the medium of texting generally takes a different linguistic form. As a result, if one were to directly compare my research essay to my remix project, it would be quite obvious that the language I used was not as formal or meticulous as is required by an essay.

In the feedback I got for my project, the main complaint was about a very annoying bug I had in my code, which made it impossible to follow the threads out of order, or to go back to a thread once you had left it. I was able to fix that bug by the time the project was due, as well as add support for viewing the artifact from a phone, which is probably where my target audience will view it from most. Second, I polished the delivery and conclusion to make my message clearer, and based on feedback from you, I added a popup at the beginning to make sure that the artifact is self-explanatory to new visitors as a stand-alone artifact.

What work does your submission accomplish? How? For whom?

I think that my project uses a new and creative way to deliver my message. It takes a medium which my target audience is quite familiar with (texting), and uses that format to interactively send messages containing my research findings in an engaging format. My target audience is teenagers and students who are approximately my age (16-20), although I think it can still be interesting to people outside of that demographic.

Explain who and what helped you accomplish your objective.

I was able to get feedback from my friends and my mom while making the app, both were helpful to make sure that the format I used actually worked.

Explain how your sources connect to and support the argument within your artifact.

I used only a few of the sources from my paper, mainly Dave Roos, and my primary research. In the first message thread, Martin Luther acts as an introduction to the format, he doesn't send any super meaningful information, but serves more so to introduce the viewer to the medium. Next, Dave Roos, a historian sends messages explaining how Martin Luther and other's use of the printing press in Germany helped to unify the German Language. In the following threads, I use fictional characters such as a minion and "The Great Statistician" to deliver messages from my own primary research, and finally to conclude I kept it short and simple—What I hope for people to notice in my conclusion is that my use of the cat gif is actually the final conclusion of my artifact, the cat *is* the stand in for "good bye," it is the final example of medium modifying language.

Explain what you have learned about engaging in inquiry, making rhetorical choices, doing research, and using sources.

I have had a lot of practice doing research before taking this class, so I don't think I learned anything new in regard to using an academic library search engine or citing my sources. However, early in the semester, creating the mind-map and other plans for research were certainly helpful when I started actually conducting my research—I already had a decent idea of what information I need to look up. Remixing the project turned out to be the perfect way to learn for myself exactly how the medium changes the language; changing the format from a research essay into a new format like the remix artifact forced me to totally rethink how I was delivering my research. I dramatically modified the language I used because there is no way I could (or would) send a research paper by text.