

### **Twine Project – the big race**

The Big Race was a text-based story about an underdog team that has to make independent binary decisions to advance from last place and win the 'big prize'. The purpose of this project was to help the player of the twine game to understand which decisions to make in order to win the race, finding a middle point between impulsive and conservative decision making. For example, one of the decisions to make in the story is to either sidestep another racer or elbow them out of the way. The wise player will know to sidestep in order to continue racing, because aggression on the course is not allowed by the rules (which are not explicitly stated, but can be assumed using common sense)

When I set up the Twine game, my initial idea was for the player to play any team, any member and make any decision, however, with 21 characters, writing a unique and engaging scenario for each player would have taken very long and been highly complex behind the scenes. In light of these challenges, I decided to make the team in last place the protagonist of this story and make the goal of the story for the underdog team to win the prize. It simply would not have made much sense if it were about the projected winning team maintaining their position. It would not have interested the reader if it were so.

I was pleased to have learned how to use the Twine software, it has helped me apply my knowledge of coding to a 'real life' scenario and has also taught me how an object oriented language (Java) can be designed into a software to tell stories in a tree style. Knowing what language developed this program opened my eyes to the simple possibilities of a software developer. This excites me for projects that will arise before me down the road.

### **Comic Project – An application of Elements**

The comic I built was a direct representation of the Twine game I designed, but illustrated with mathematical elements. I chose to illustrate the comic this way because I am taking both Physics and computational linear algebra, so I wanted to apply my knowledge of the elements I have learned about in a non-conventional way. This comic takes the decision making away from the reader and allows them to simply decipher the story using the table of elements. The comic story is designed to be the same sequence of the Twine story if the user were to play it perfectly with no errors. This helps the story deliver the point without going back and forth, which could easily confuse the reader if they already struggle understanding the elements. A highly recommended prerequisite to reading this story would be to play it through Twine, this is so that once the reader begins reading this comic, they have background knowledge to help them while they read so that they do not have to keep looking back to the table of elements.

This project brought the inner artist and nerd out of me, and combined them to yield a well crafted and logically valid story. This project emphasizes the extent of mathematics. Realistically, everything in the universe can be represented with mathematical elements and logic. Racing is one of those things that is already deeply connected to mathematical models and visualizations, just look at a NASCAR race or the analytics of an Usain Bolt run. This observation has made me much more appreciative of my position in life right now as a computer science student. It is interesting to see how such an open ended project for a content creation class can help me come to these realizations. I look forward to applying this insight in many other situations later in life.

## **Video Project – Childrens' learning styles**

I enjoy making podcasts. In high school, my friend and I made podcasts about the stock market, we got 5 streams, then I retired. Fortunately, I got back in the game for this project. My intent for this project was to briefly cover the learning styles of children, how to figure out which learning style a child possesses and the ways technology are facilitating learning for all learning styles. This project was much different than the previous two because of the specific project prompt. However, I was happy to move away from the race topic, since making a podcast about it would have been awfully repetitive.

I chose to go with a more general topic than one covering a specific childrens media because of the information I would get out of it. The intention behind choosing this topic was to learn more about learning styles in general, and figure out what type of learning style I am, thus to learn more effectively. Through this research, I learned that I am a kinesthetic and a tactile learner, with moderate visual and auditory learning skills.

This insight helps me a lot as a learner because now I know what to do to help myself learn better. Additionally, this project helped me position myself to benefit from academic and personal growth events such as zoom calls, lectures and meetings. I now know that there are 4 fundamental learning styles, so if I do a presentation via zoom, I will now know to account for every type of learner and aim to give each listener a uniformly balanced message.

In retrospect, I wish I spent a little more time on this project. I procrastinated it to the last day, and decided to make it a podcast instead of a video because it would be quicker. While this saved on time, I did not give the assignment my best and for that I am not satisfied. However, faced with the fact that I would have to memorize the lines, spend around 8 minutes in front of the camera and add visual elements to the video phased me, so I fell to the temptations and took the easy way out.

## **Course Reflection**

In the summer term, I was on the border about what I wanted to do to make money. I could get a minimum wage job and scrape by, I could apply for scholarships and cross my fingers on the announcement day, I could try to become a digital creator and try to work my way up to becoming a sponsored creator, and/or I could trade stocks in the market and hope for more green days than red.

Soon after this consideration, it was time to choose classes, and I had some diploma requirements to get out of the way, one of which was my writing req. I looked through the classes that would get me there and I noticed the Multimodal Writing class which I recollect it being described as a class where I would learn how to make different types of content, particularly on the computer and through different mediums. So, I decided to go for it. When I signed up for this course, it excited me, because I was interested in the topic of content creation and wanted to learn how to be a better content creator for my social media pages. I was experimenting with my goal of making money through sponsorships on social media.

I still have not made it to the point where I am developing content for social media, but this class has definitely helped me realize the extent of content creation. If I were to develop content for social media, it would be to help people become more productive, and accomplished in life and in sports. However, I am currently doing a social media sabbatical to help me regroup myself and my vision of life. Without getting too deep, I just want to remove the distractions from my life for a while and figure out what I really want to do with myself.

The final point I will make about this class is about Mrs. Anderson. She was very engaging with what she did and how she did it. The online classes were always great with her and the feedback I got on the assignments was never not thorough. I have never used RateMyProfessor for a class, but I will be sure to make one for Mrs Anderson, she was a great teacher!