*Prompt: Please reflect on your experiences and personal development since your last application. (250 word limit.)*

The day I rejected Tsinghua's offer and decided to take a gap year, my father asked me, “What was the happiest period of your life?” After contemplating this weird question for a while, I found my answer was “now”. Classmates and friends were going to universities with seemingly steady futures. But being free of guarantees with so many paths to tread, I felt like an escaped fugitive.

I have long been longing for Stanfords' “wind of freedom”. The first time I linked with Stanford was in junior 3, when I asked a friend who would pass by the campus to bury a bottle with my encoded dream message under an oak tree. On the lid labeled “date to open Sept. 2013.” The rejection last year implied the date might be wrong, but it was not the end, because the progress of dream-catching would never fail; it would only suspend.

So I tried to search freedom in other ways. I first applied for internships. Although I managed to get some offers, upon visiting the Microsoft building, I found it far different from what I conceived. People were locked up in small boxes, doing work in a extremely specific and narrow research field, not the way I want. So I passed the offers, and started considering doing something on my own.

Later, I found two other college graduates with my same passion for game making, so we built the individual game studio C2. Life here is free and amazing. In order to get inspiration from reliable sources for our shadow play game, we bicycle to the towns on the skirts to find the near-extinct crafts, while trying to make a mapping between streets and rivers with those on Chengdu atlas of Ming Dynasty; to carry out a distinct game style, each of us becomes a connoisseur to make occasional reports of other games, hoping to find something brilliant that can be converted into our design; to simulate motions of shadow play figure, which is controlled by three pods conventionally, we tested over mouse, game controller, and finally choose iPad, using gestures to record the actions readily. There's no path on this road left by predecessors, but it is always adventurous and exciting to tread a new one. .