SEP			
	Definition	What am I doing?		**Exposition**
REVIEW 01 ●			
OCT	**Experimentation**	How can I tell this story?	Why?	**Catalyst**
		Precedent review	To push myself	
	Frustration	Painful, two-week making marathon	To allow my career to expand to work that is visually exciting, not just usable	
NOV	**Analysis**	Beginning to avoid the studio and casual critiques	To explore editorial design	
	Failure			
	Reframing			**Conflict**
DEC				
REVIEW 02 ●			
	Frustration	How do I explain the project?	Will it come together?	
		Shit, non-designers don't get what I am doing	Why am I doing print?	
JAN	**More reframing**	It's not a conversation starter	Maybe I should focus on UX and stop trying to be someone I'm not.	
	Rationalization			
	Breakthrough	**AHA!** Where has this been? Can I pull it together in the time left?		**Climax**
FEB				
REVIEW 03 ●			
	Creation	How do I exhibit this?	How do I make it?	**Resolution**
		Make it huge!	DPS is frustratingly limited	
MAR		Spend almost 20 hours working with the projection	HTML/CSS/JS are more flexible, if I can get it to feel like an app...	
EXHIBITION ●			
APR	**Reflection**	What does it all mean?	Is it done?	
		I actually love the book	My appetite for digital narrative is strong.	
		I didn't learn exactly what I expected... but more, I think	Next up, Greek fables?	
MAY				
FINAL ●			

The reality.

I didn't get very far before I began to truly hate the process. In retrospect, since I knew full well that I was forcing myself outside my comfort zone, I should have left a lot more time for exploration.

I also realize that my goals were at odds with each other: if I wanted more than anything to push myself and to grow, I should have been less attached to getting successful results early in the process.