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Tran 1

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Journal 1

There is a very niche game on Roblox that I play pretty often called Hours, a time-based roguelite game. I've been playing and interacting with that community for a long time now, so long that I don't even remember how I initially got into it, but I can say it has become a significant part of meeting people online. As one of my hobbies, I am a content creator for this game, and I post videos on Youtube regarding news of the original developer's plans for a remake outside of Roblox and of the many fangames created by other developers. I'd say that the responsibilities and challenges in this role would be to make sure that I have all my facts straight whenever I post anything regarding tutorials or showcases for characters. I'd also have to respond to questions as I see them in my comments and look over fangame updates as they come out. I try to make sure these videos are as good and polished as they can be before I release them. As for benefits, I get the satisfaction that people spent time on my creations and the support people give me. Being a member of this community hasn't exactly shaped other people's views on me, however I generally don't like talking about it anywhere else other than online since I'd feel like an egomaniac and I'd get a lot of questions I don't feel like answering, like "How much money does it make?". It also hasn't changed too much on my sense of self, since it's simply being part of a video game community and it's not exactly anything too life changing or anything seismic on that level.