R6: Color Theory and Typography

We had a asynchronous class this week because of connectivity issues Ms. Jen encountered, so she just assigned us a youtube video that we need to watch related to our lesson. The first video is about Typography, summarizing the video and applying it to myself is that we need to know what part of the text we're going to emphasize, for example if you want the important details to be mentioned or to know first then you should make it bigger, just like in posters the Title is always the bigger ones. So, basically Typography is important because if you make the important message or things in a text small then it won't be noticed by the reader. Always take note that the reader doesn't know the whole text yet unless they read it so if they read it they should be aware at the first place what was the important thing in that text.

About the 2nd video, it is about a font named copper black, how it was famous because of its flexibility that until now it was still being used in different situations. I don't know this font because I always use the font Times New Roman in every work so it is also important to pick a font because there's other font that aren't suited for the type of work you're doing. You can do some research about the font and what's best situation to use it for.

After watching the videos, we had a game where you should finish the game in order to have a score. I had fun with the first and fourth game, and got a little bit irritated in the fourth game since it's too difficult if you're not familiar with the fonts and you need a streak in order to increase your level. For the second and third game, no matter what browser I use or when I switch to mobile devices, the game isn't loading it is just stucked (inserted in my A6) so I wasn't able to play it so instead I asked my friends what kind of game is it and it's about doing colors for the famous logos and rearranging the lines.