

Jelissa Bueza

A11326071

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remember

For this project, I was very focused on the concept of memory. One of my family members recently was diagnosed with alzheimer's. That really affected me, and I wanted to see if I can explore the effects of the disease through this project. While watching a documentary on Netflix called *I'll Be Me* to learn more about alzheimer's, I felt the emotional impact that alzheimer's has on not just the person with the disease, but everyone around them.

In addition, while reading "Essay on Video, Architecture, and Television," I was intrigued at how they instantly established film/video as a "present time medium" (Graham, 62). When I read this, I thought about how videos capture memories and are supposed to help people remember. But sometimes, memories aren't always how we remember them, or sometimes -- like for those with alzheimer's -- we forget them completely.

In my project, one first sees an old family home movie with the word "remember" written out next to it. Once the video stops, the user is able to click on the word remember. However, this time around, the memory gets cut. Snippets of it are missing. The user will try to press the button again and to no avail the memory is cut once again. This is how I feel people with alzheimer's and their family go through. They all know the memory is going to fade, yet they still try to hold on to everything they can. Inevitably, even after the user's efforts -- just like the family's -- the memory fades away. I decided that the word should be "remember" as opposed to something like "forget" because nobody really wants to forget these memories. Using the

antonym of what is really happening provided the piece with a more emotional connection than if I were to use a synonym. In addition, I also decided to use old home videos of families because I feel like that those are they type of memories everyone fears they will lose; the happier times with people they cherish and love.

Works Cited

Graham, Dan. "Essay on Video, Architecture and Television." N.p.: n.p., n.d. 62-73. Print.