

Review and evaluate the process and outcomes of your project :

How did you deliver and adapt your initial proposal?

My vision for the website was overall delivered pretty accurately. The main aspect I would like to see improved would be the connection between the different webpages of the website because for now it is still resembling a classic website.

Obviously I would like to keep populating it and make UI improvements over time, but as a general structure I think it holds up pretty well.

In further improvements I would like to have my 3 characters from the beginning be more present throughout the website. And a more consistent feel through it as well (though this is a little bit of a conundrum as the purpose of the website is to show different experiences which is what is also translated through the different feels of the pages.)

How did the process change based on creative and technical decisions?

The process did not change much but the aim did. I had to adapt as I went to make the pages with the tools and skills that I had. The main constraint though was my own ability to work within the deadlines.

There are some things that I tried implementing but with no success and had to let go such as a loading screen when images load up. Or even figuring out how to show my guitar learning journey.

How has your skill base been extended?

Through this I learnt better how to code using JavaScript and reinforced my CSS and HTML knowledge. I learned how to implement animations with CSS which I had not done before. I also had to figure out how to remove backgrounds from images and have very unstructured webpages.

In the arts, I improved my ability to make art using pastels. I also kept up with writing poetry which always is a way to improve and extend one's skills.

Evaluate your work relative to other interactive or non-linear digital storytelling projects, practitioners, and industrial contexts (E.g. games, installation, film etc.)

Games usually represent the most "evolved" form of non-linear storytelling. They're the best at using player agency, branching paths, and emotive environments to shape narrative impact. I always had that in mind when creating a page (with more or less success), because I wanted my website to be gamified. In the end my website is closer to interactive narrative experiments than fully-fledged games.

On another aspect, my website does share web documentary motifs such as blending personal narrative, visuals, and interactive navigation. However, unlike non-linear films that use cinematic language, my work relies more (if not solely) on web-based modalities—scrolling, clicking, transitions, and layout—to communicate story arcs.

The current environment that creative industries move toward is to have personalised digital experiences, cross-platform storytelling, user-driven exploration and accessible, mobile-friendly content

My website aligns with almost all of these industry trends. The final big improvement would be to make the website responsive and keyboard accessible (for accessibility I was mindful of the colour I chose and of having descriptions of images for a screen reader).

1. Characterise and evaluate the social, cultural, technological, environmental, and commercial contexts of your creative practice

Social context :

My work draws from experiences, behaviours, and expectations of audiences who increasingly engage with digital content. My generation's attention span is increasingly low which is why I tried to have interactivity as a key feature, viewers expect interactivity, authenticity, and narrative depth.

Cultural context :

Digital storytelling is influenced by multicultural point of views due to the ever increasing globalisation of the world. I humbly am just adding a voice to this environment, the voice of a French student discovering life on the other side of the world.

Technological context :

Advances in web design, interactive media, and immersive technologies enable new forms of creative expression. My work is informed by web-building tools, multimedia production software, and digital platforms that support interactivity. These tools have shaped both the aesthetic and functional aspects of my website.

Environmental context :

While digital creation reduces material waste, it still relies on energy consumption and server infrastructure which in turn can cause pollution. I tried to answer this issue by optimised media, and efficient coding

Commercial context :

It is undeniable that creative practices exist within an economy where personal branding, online visibility and employability matter. My website can function not only as a creative artefact but also as a portfolio I could show in a more professional context to showcase my skill.

2. Critically evaluate the actual and potential impact of your creative project work through digital storytelling and narration

Digital storytelling allowed me to have a more involved presence of friends and family into my life here in Australia.

The **actual impact** is in its ability to communicate my personal experiences clearly and engagingly. Interactive elements further enhance user engagement, making the story more memorable and fun to engage with.

The **potential impact** extends further: digital stories can shape perspectives, challenge assumptions, and spark conversations about identity, belonging, or lived experiences and maybe even in the long run inspire others. Because they can act as educational tools that can connect gaps between personal narrative and broader social themes.

3. Develop and apply technical and creative digital media skills in the curation and production of an interactive portfolio

Throughout the project, I applied a range of technical skills, including:

- web design and layout structuring (with VS code)
- UX/UI design principles
- multimedia creation (audio, video, imagery, animation)
- interactive elements such as navigation systems, embedded media, or responsive components
- storytelling frameworks for digital platforms

4. Evaluate your personal learning and development through digital storytelling and narration

Through the process of building this website, I think I gained a deeper understanding of :

- my own creative voice
- digital storytelling techniques
- technical competence
- reflective practice

This project allowed me to experiment and better my problem-solving skills. The process helped me become more confident in both the conceptual and technical aspects of digital media, and it gave me skills relevant to future creative, academic, or professional work.

