

Throughout my academic career, the division between “STEM” and the humanities was usually presented as an innate and untraversable chasm, limiting me to occupy a singular side.

But to me, this distinction has always felt arbitrary, making the decision impossible. I found as much joy in creating plots for creative writing as I did in creating functions for programming. I also found as much distress in memorizing chemical processes as I did in memorizing french conjugations.

While taking a game development course at Digipen University, I was struck by the way it allowed me to meld together my passions for both creative writing and programming. Making the player move involved using math and science to simulate real-world physics in a game engine, but also using character and world-building to create a narrative that gave purpose to those movements. While analyzing the success of a game like *Celeste* (2018), I noted how both the cutting-edge platforming mechanics and innovative dialogue were equally essential to impactfully portraying its central themes.

Game development pushes me to explore my diverse passions in an interconnected way. I can use technology for storytelling while editing videos for IB Film, or combine web development and literature to create a website advocating against book censorship for a community service project. Creating games proves to me that my creative process shouldn't be restricted by external boundaries, encouraging me to explore new ways to utilize my unique set of skills and interests to create something distinctively mine.

This realization contributes to my desire to further my education, so that I can gain the necessary skills and qualifications to continue pursuing my interest in game development.