

## Elliott Duke's Portfolio Cover Letter

During this class, I have learned the fundamentals of HTML, CSS, and hosting one's own website. I also learned, along with my computer science class this semester, that a lot of coding boils down to Googling how to make something happen and then implementing it yourself, along with taking something someone else made and using it as a base for your own projects. I truly don't know if I will pursue digital storytelling further or move forward with any of my ideas, but if I ever want to, I now feel like I have the tools to do so. I have experience in a lot of different creative areas, along with some technical ones, but with the skills I've learned in this class, I feel like a new creative avenue has opened for me to combine multiple of these together.

I think it would be incredibly cool to create an immersive, interactive story or game that gains a following and becomes well liked. While working on the projects for this class, I started to picture myself as an indie game developer, like the creators of Undertale or Five Nights at Freddy's. I started wondering what it would feel like to create a game that is beloved by millions of people, something that makes people want to form groups to theorize about its story and critique or praise its content. I want to create something that touches the souls of people, especially queer people, who are underrepresented in a lot of mainstream media. Creating my own game in my own studio, with perhaps a handful of employees or partners, and releasing it on my own would allow me to circumvent the censorship of large video game companies. Working on the twine project and watching that story develop, I began to feel like making my own game could maybe be achievable. If I were to pursue digital media as a career, I would want to go big or go home, and this class feels like the first couple steps of going big. I understand that very few indie game developers achieve the success of games such as Undertale, but I would want my project(s) to be as well known or well liked as that.

I don't pretend to have any illusions that I have any greater chance than anyone else to create a classic piece of media, beloved by thousands. However, I do think it is more achievable, after this class, to create something that will be able to reach my intended audience. So many of the times that I have seen like minded people come together creatively and emotionally have been over pieces of media. Maybe it is a product of my childhood, but I believe that the media people like is one of the most powerful ways to bond. I just desperately want to make a mark on people with my work. So many artists, musicians, and writers have made such profound impacts on me during my life, and I want to do the same to someone else in the future. Even if what I make only has 10 fans, I want to make them *feel* something real, I want to connect to them and cause them to connect with each other.