

This Twine game is an adaptation of a comic strip that I had previously made to explore my experience as an international student at Georgia Tech. It serves as a kind of memoir that reveals the various ups and downs of this journey thus far, including moments of alienation and homesickness as well as those of hope and resilience. By allowing the player to thoroughly explore this journey through the various choices afforded to them, I hope to effectively achieve this goal.

My memoir begins by focusing on my first impressions upon arriving in the US and on Georgia Tech's campus. I hope to convey both my excitement as well as my apprehension surrounding living in a new and daunting environment. To do this, I aim to provide a window into my thought process, by revealing my reasoning behind making different choices as well as giving direct 'quotes' from my mind at points in the story; as a result, I create an impression of a gradual decline in my level of excitement. I have made some notable changes to this part of the memoir: namely, I have removed the airport section and instead focused on when I first arrived on campus, because I feel that this moment is more relevant to my overall experience at Tech and also more appropriate for this medium.

Subsequently, I present the player with a challenge and then provide them with two different options to address that challenge. The challenge comes when the player meets other people in their residence hall and realizes that they don't fit in with the community there. I then allow the player to deal with this problem, either by spending the night with their parents or by engaging in solitary contemplation on a walk around campus. Both options not only mirror real moments during my early days on campus, but also serve as two distinct coping mechanisms that ultimately make me feel more confident and willing to engage with the campus community. Again, this part of the memoir differs considerably from my original memoir: the different

options after meeting the roommate are new additions, as well as the option to go on a walk. This is done with the intention of capturing more of my experiences as well as giving the player more choices; thus, it effectively immerses the player in the story while simultaneously preserving the accuracy of my personal story. Another change that I have made to this part is that I have reduced the flashback scenes that were present in my comic to occasional memories weaved into my thought process. I have done this to improve the flow of the story as well as make it less predictable.

Finally, I end the memoir on a positive note by revealing the player to be on a path of progress, making meaningful connections with others and gaining confidence in general. I add a new scene where I find myself lost in a large class; however, unlike before, the options afforded to the player eventually lead to me talking and relating to a person in that class. Eventually, when my parents leave, I portray my emotions in that moment as bittersweet: though I recognize the daunting future ahead of me, I also feel more confident and willing to address it directly. I have deliberately made this part of the memoir more linear than the parts preceding it in order to better preserve my story and my personal journey of finding my place at Georgia Tech.

There are several multimodal elements besides the ones mentioned above that I have used to tell my story effectively. I have carefully chosen background colors for each chapter to convey the mood of that chapter: for instance, I use red to highlight how my expectations have not been met, and blue to reinforce the idea of late-night thought and contemplation. Moreover, I use several text effects, such as rumble and sway, to reveal the various emotions that I face at different points, especially nervousness and apprehension. To achieve a similar effect, I also use background music during the two major emotional moments of the game (in chapters 2 and 5), as well as more audio effects throughout the game. I have also included some comic images from

my original memoir as I feel that these allow me to express my feelings more freely than photographs. All of these multimodal elements combine not only to make the game more immersive in general but especially to effectively evoke emotions in the reader.

Ultimately, I hope that the player can understand how difficult it can be for international students to feel like they belong within the larger Georgia Tech community, as well as recognize specific examples of actions and events that can contribute to this feeling of alienation. I do this with the hope that they may keep these ideas in mind during their future interactions with international students, in order to create a more welcoming environment for this community on campus.