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Written Reflection

As I wrap up this final project, I want to thank Professor E and my classmates for the opportunity to have meaningful conversations about society and media. This project was a great experience, and I tried to use everything we covered in class to build my final piece. Rewatching Squid Game with a fresh perspective was eye opening and made me reflect not only on the hidden messages in media but also on the harsh realities many people face every day. I especially enjoyed taking detailed notes while watching the episodes, which was my nod to Professor E’s chapter notes and really helped me connect the show to the sociological concepts we learned in class or through Mix It Up by David Grazian.

A notable mention goes to the privilege walk, which was one of many exercises that helped me create a full circle analysis for my project. It helped me step back and truly see the environment I live in now not with shame but with awareness and understanding of the challenges others face. It was a reminder that where we start in life affects so much of what we can do or become.

For this project, I made a personal choice to create a website where I embedded my slides and documents. This allowed me to showcase my new creative skills as a computer programmer in a way that felt meaningful and fun. It was a way to combine my interests and make the project stand out while clearly presenting my sociological analysis.

After reflecting on our class discussions, analyzing our feeds, and taking detailed notes while watching Squid Game, I have come to realize that the influence of those in power is a driving force shaping the ongoing interaction between media and society. This influence affects not only what the media portrays but also how society responds and changes in return. Through this project, it became clear that media and society are constantly shaping each other with power dynamics playing a central role in that process.

On a personal level, this project showed me that media is more than just entertainment because it shapes how we see and understand the world around us. Coming from a background where choices often felt limited, I could relate to the ways systems trap people and how media can reveal those struggles. Squid Game felt personal because it reflected real fights many people face every day to survive and find a better chance. It also made me think about how storytelling can give a voice to the unheard and challenge us to look beyond appearances. Overall, working on this project gave me new insight into the relationship between media and society and helped me think more critically about the world we live in and the stories we consume. I hope to carry this awareness with me moving forward.