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Arts 2220 Project 2 assessment
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For my project 2 I focused on my impending decision for my post-graduation plans. This project came at a really pivotal time for me - the day the project was assigned I was away at a huge tech job fair and I ultimately signed my decision just a few days before this project was due. During this time I wrestled with my options since some of my most exciting offers were located across the country away from my family, friends, and my entire life at home.

I approached this decision logically, knowing the advantages of the job across the country outweighed the emotional weight of a new place and being away from those I love. I represented this with my wooden scale with found and 3D printed object on either side symbolizing the factors that were important to me. For the side that represented my ties at home I had a photo of my siblings, a locket I've had since childhood, a monopoly house and life car with people for the members of my family. For the side representing my job across the country I have a laptop, monopoly money, scrabble pieces spelling GO and a Facebook logo since that was the job I'll be taking. Aesthetically, I used pastel colors and boardgame imagery, especially clear with my print. I chose this analogy since boardgames often parallel the stages of life, especially in that you don't have complete control of where you end up in a boardgame.

I am pretty proud of my project 2. I like how it came together especially how strongly the boardgame analogy comes through. Visually, I wish I had been able to work beyond the scale and tie the objects to the surface of the board game print better somehow. Ultimately, I really enjoyed this project since it helped me reconcile my decision and thoroughly consider my options. This idea is vastly different from my proposal since I didn't have a good idea of the assignment when I wrote the proposal. I think if I had been able to clarify this idea earlier on I may have been able to do more with this assignment.