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Digital Literacy Narrative Reflection  
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This project is similar to other writing assignments in terms of the requiring research, outlines or preparation, and also revision of ideas. This narrative project, however, is more different than similar, since I have never had a multimedial writing project about my own digital literacy narrative, and it was extremely self-reflective.

One of the main challenges, after gathering all the links to websites, applications, games, that I used that have influenced me in my digital literacy, was selection. The process of selection itself was extremely time-consuming, because I would spend an excessive amount of time reminiscing and exploring the past websites/applications, and less time discerning which ones were the most important and suitable for this project. The actual act of selection was difficult, but in the end, some were definitely more important than others. Finally, there were technical difficulties in the actual creation of this work, as some of the websites I wanted to include were no longer available, or I was not able to embed a website into my own using iframe, which was unfortunate.

I think one of the surprises while creating this work, was how much I loved revisiting the games of my past, narrating my memories and experiences with the game, then finally editing footage to match the narration. I have never vlogged before this project, and I am considering taking it up as a hobby, because it was an extremely fun experience. I think one of the strengths I encountered, was how effective it was to separate experiences by school, since a lot of the media I consumed really did change

according to whether I was in elementary versus middle school. For example, once I entered middle school, I stopped playing flash games completely, and played other types of games and became much more involved with social media sites.

This project has developed my thinking about digital writing by exposing its many challenges. When writing a paper, it is extremely one-dimensional, someone reads it linearly and it has a standard format. With digital writing, it is two-dimensional (and in the future, perhaps even three-dimensional). There are so many more elements at play in terms of spacing, color, and even timing. Because the possibilities are virtually limitless, it is daunting to make decisions and also difficult to even imagine the possible ways to construct a narrative. The multi-medial aspect also provides its own challenges, it was difficult to incorporate text, images, audio, and video. In addition, it is hard to discern whether the viewer/reader will see the project in the way I intended, since the way they navigate the website may be different than the way I would simply due to different ways of thinking.