Mishea Martinez

Final written Assignment

When there is a problem, there is often a solution. There will always be an item or an activity that can be improved, but there needs to be people that are skillfully creative. Those inspiring individuals that are interested in finding those solutions and improving what can't be improved are the people needed to advance the traditional practices. This idea can safely be identified with the subject if media editing. It's taken for granite; the abundant media that has evolved through time. The generalized idea of media is what is most thought of such as music, movies, or applications, but they are vastly more exciting and complex than the minimal thought.

There is a process behind each work. Finding a problem or something that can be improved is the first step. If its a problem, a great way to sort out thoughts is to list everything that is wrong and then ask why each of those things are wrong. If there isn't an issue and advancement is what the objective is, listing out all the features of the object and the benefits of each help drive ideas for what else the object could do. When designing there are no thoughts of limitations for what something can or cannot do. The trick is to let the mind wander and get an idea that is beyond the initial concept. When there is a sketch concept, despite how impossible it might seem, start making and playing with it. This could be physical, digital, verbal, or hypothetical but push the idea until it gets to it's original intention. If a mental road block ensues, get input from others to help reset the thought process. They can come up with ideas that can be put into the project. Even if the ideas aren't particularly close to what the idea for the idea, a third party's response can be muse.

Take the Facebook application for example, it is all games, photos, and social networking at a glance; this is how they are commonly perceived. However, using a social network and combining it with some of the daily functions and responsibilities takes it up to a new level. It has become a new source of connecting third party sites. Someone out there probably thought, "I hate that I have so many different logins for different sites that I visit. I can try to make them all the same, but that is time consuming and tedious." Someone's problem has suddenly become and

idea. They start thinking about how to solve this and they realize that they really wish that they could have shared this with friends. Suddenly, they think of Facebook. All someone had to do was think of the idea, and the process to get Facebook linked up with the other sites. The how to do it, the visual of the User Interface, or what the downsides might be are all part of the process of media editing.

Another Facebook problem happens in schools. Students won't get off of Facebook when they're at school no matter how hard schools or teachers try to prohibit it. Students feel the need to be on it daily. They want to communicate with people and be able to share their thoughts and feelings. Students are very frustrated and complained about two things: blackboard being unreliably inconsistent through classes and forgetting or not knowing when assignments are occurring for class. Instead of going against the grain and depriving students of their 'precious' Facebook, why not make Facebook part of school?

This idea is meant to let students check into class, connect easier with group members and classmates, as well as work on documents and projects all on one site.(See attached image) They would also have the option turn on and change the frequency of notifications on homework, study material, and tests. It's not about social networking, its using the problem. Students are more interested in Facebook than paying attention in class. Designing a user interface for a college to participate in using Facebook

Facebook would have a student check-in notifying the teacher that the student is present in class. There would be an option for Text messages and/or e-mails notifications in regards to homework, teacher announcements, tests, and projects. Digital Projects would be accessible by several people at the same time with a chat window featured for communication. Students would be able to use Facebook to create groups to help identify with whom they will be working. If a person was identified to be in a group at ASU there would be an automatic sync option to identify what classes they are in and it will give the feature to sync who is in the class. By knowing who is in the class, it's easier to communicate to fellow students about questions they

have in the class. It would also be a positive trait to see a place for digital projects. Because students would be linked with their groups projects could have an area that will be uploaded. Imagine a combination between dropbox, where files can be shared no matter the format, and Google Docs, where multiple people can be working on a project. This synchronization would allow students to check into a class as well. Teachers would be apart of that group and can have students use "check-In" to sign into class. This gives teachers the flexibility of not having to keep track of papers and automatically gives students credit for checking in through Facebook.

Media editing is the change and progression of how people work, play, and live. It's mostly about the thoughts behind an idea wether digital or physical. The design of a couch should be designed with idea of the space it will fit in, the style meant to portray, the comfort to relax in, and the quality to last years. The designer may feel that one of these qualities is more relevant and/or sacrifice decide to sacrifice of those qualities. Just like the designer there are several different kinds of consumers in which they might also concur. Point being, there is often no wrong or right way that everyone can agree on. Editing media is constantly striving for the goal it will never reach, perfection.

Image:

Search for people, places and things

Mishea Martinez   Home

Mishea Martinez
Edit Profile

FAVORITES
- News Feed
- Messages
- Events   5
- Photos

PAGES
- Kru3L
- Pages Feed   20+
- Like Pages   20+
- Create Ad

APPS
- App Center   6
- Gifts   2
- schoolFeed
- Arizona State University
- BranchOut
- Games Feed   20+

GROUPS
- Arizona
- Groups at Mesa CC
- Movie Nights at A...   6
- Add Group...

MORE▾

Friends on Chat

Arizona   About   Events   Photos   **Files**

✓ Notifications

All ▾   + Create Doc   + Upload File   + Add Classmate

File Edit View Insert Format Tools Table Help   All changes saved in Drive

Normal text · Arial · 12 · B I U A ·

Project #5 "Final": Business Plan & Design

Part I: Executive Summary
Game Title: *Artificial*
1.   The title connects to our game in two senses: firstly, Com Syrup's village is built on the ruins of past civilizations, making them unoriginal. They even choose names for their children based off of old wrappers or labels; hence, the origination of Com Syrup's name also relates to the title. They seclude themselves from other villages by shunning the forest, which contains technology that could progress their society. In this way, the world in which Com Syrup grew up has been "artificial". Secondly, everything in the forest that has the potential to help their society is synthetic and man-made. This brings a positive connotation to the term "artificial", and the title brings to mind concepts such as "artificial intelligence". The discovery of knowledge is the main theme in our game; solving puzzles and thinking quickly all relate to the ideas behind our title.

2.   *Artificial* is a stealth-based puzzle-adventure game. Most of the core mechanics of the game entail taking control of a character that is not well-suited for combat. As such, the player is enticed to run away from enemies or even entirely avoid combat. This is a staple of the stealth-action genre, as well as creating a world that is conducive to hiding in (open vents, chest-high walls, climb-able lattices). The protagonist, Com Syrup, will be following this same model of play by hiding in hollowed tree logs, steel wreckage, abandoned houses, and so forth. If faced with combat, the player may be able to win, but it should be known that Com Syrup is more of a scout than a fighter, and her abilities will reflect that. In cases of confrontation, Com Syrup's primary defense will be getting her enemies lost, or causing them to blunder into a trap rather than fighting them head-on.

3.   Final Version.

4.   Com Syrup is a teenage girl that lives in a post-apocalyptic world. The only known history of the world was lost by the advanced technology that destroyed it, and her village views the world as opposition. The people who did survive have feared all technology and engineering. Although Com Syrup grew up in this fear, she is one of the

Kyle Sorenson   11:24am
Haha nice 😄

Mishea Martinez   11:25am
😊

Kyle Sorenson   11:36am
What's your assignment on?

Mishea Martinez   11:38am
prototyping an idea with 4 different things that "record my life" and put it in one.

I picked Facebook, signing in to class, text messaging, and digital projects

Kyle Sorenson   11:39am
Ah sounds difficult haha

Mishea Martinez   11:41am
It's not bad. my idea is to use Facebook to signing for school by "checking-in" to class, not being friends with people in your class but automatically having a list of people in those classes (blackboard but way better), and text message reminders for hw, and like Google Docs and Dropbox there would be space to save projects and work with people in facebook

Kyle Sorenson   11:52am
Ah very nice 😊

Sent from Tucson, AZ

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