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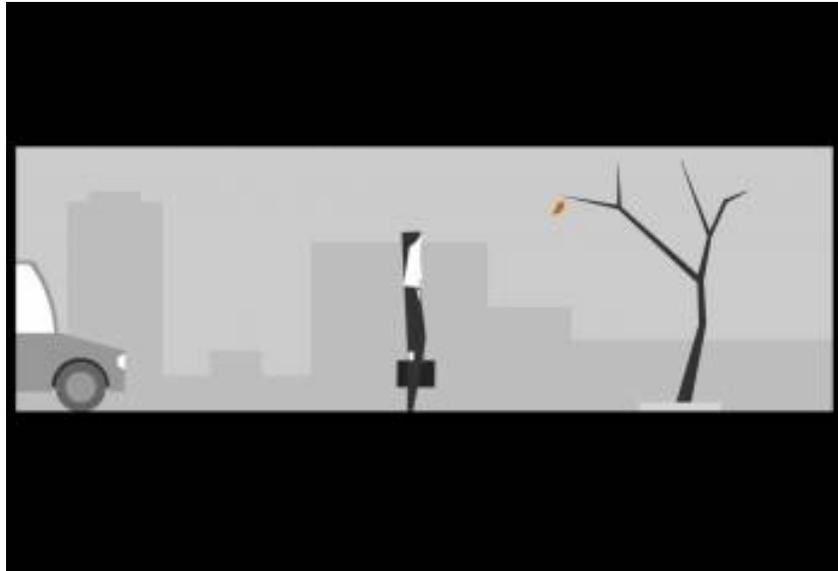
DSC 294: Topic: Media Editing

When thinking of the word media, most people think only of digital sources, such as movies, games, and items posted to the internet. Media, however, is an incredibly broad term that encompasses not only digital and physical works but also public spaces, people's lives, and anything else that can be documented and made into material form. Media editing, then, is taking these processes, ideas, and artifacts and changing them, or changing how they are perceived in order to create something new. This can take many forms and is done for a variety of reasons, but in all cases media editing is how we, as humans, edit the world around us to fit new purposes, both practical and artistic.

Media editing may take on many different forms, but it is always based on some prior work or concept. As my final project for Module 5, I designed a website called Problem Solver.com, which would serve as a hub for others to find problems in the world and rally support for users to find creative means of solving them. This idea was based off of the real world website Kickstarter, which similarly proposes novel ideas and artifacts for solving every day problems. Kickstarter's system inspired me to create this new one in order to achieve a slightly different goal. My creation of Problem Solver based off of the similar idea of Kickstarter is a prime example of how media editing is based on prior works, and this is further supported by the basis of Kickstarter itself. Kickstarter exists to help various forms of media editing become well known, whether these be physical artifacts, digital creations, or even new ideas or business ventures. This website is specifically designed to help the artifacts, processes, and ideas that come from media editing become well known, and in doing so it is also an example of media editing.



When looking to change or expand on some form of media, the creator always has a goal in mind either to improve it for the original purpose or to expand or modify it to serve some other purpose better than similar media does currently. This is not to say that it is entirely practical however. For example, a game may be created not to provide better graphics or sound than other games, but to improve on a specific gameplay concept. Works of art may not seek to improve on the discipline in any practical way, but instead may be designed to create a new perspective on an issue or a part of the world, drawing attention to it. The game *Every Day the Same Dream* is a great example of this. as it does not try to compete with other games for graphical complexity, length, or even enjoyable play. Instead, it adds to the world by providing a new perspective on the monotonous life of the working class citizen. By doing something in a way other games have not, and also serving a purpose better than other media have, the game can add to gaming as a whole and therefore improve the world.



Media editing is much more than just a process that leads to ideas or artifacts however, it also encompasses how we edit our own lives and the effects this can have on who we are. Media has no purpose unless it impacts our lives in some way, and so all media we create must have some sort of impact, no matter how small. Some of the previous examples follow this rule, and the amount that they affect our lives is relative to their own success. Kickstarter has already changed the world not only through the ideas and artifacts that are created through it but in our perception of how new ideas can be made real. *Every Day the Same Dream* asks players to look at their own lives, to ask themselves if a life like that depicted in the game is what they want or if they have to look elsewhere for meaning. Even the simple Kanye West images we made at the start of the year have an impact, as they force us to interpret what he said in a different context. In my own image, I contrasted the quote where he is unhappy to take responsibility of a water bottle to two African children in the midst of a drought, children who would be very grateful for water in a world full of real responsibilities. These forms of media impact our lives, asking us how we want to edit our own lives in different ways. Reflecting on one's use of media is a form of media editing itself, as one is editing one's own past, present, and future.



I hate when I'm on a flight and I wake up with a water bottle next to me like oh great now I gotta be responsible for this water bottle.

Media editing is the process of editing life itself, in a physical, digital, and non-material sense.

Media has always exist, and so all works we create now were made by standing on the shoulders of giants. By doing so, we find ways to solve problems new and old while also expanding our horizons as a species. Media editing is the idea of trying to change parts of the world to better fit humanity, the process of doing so, and the end product, all in one term.

Referenced Material:

<http://www.kickstarter.com>

<http://www.molleindustria.org/everydaythesamedream/everydaythesamedream.html>