

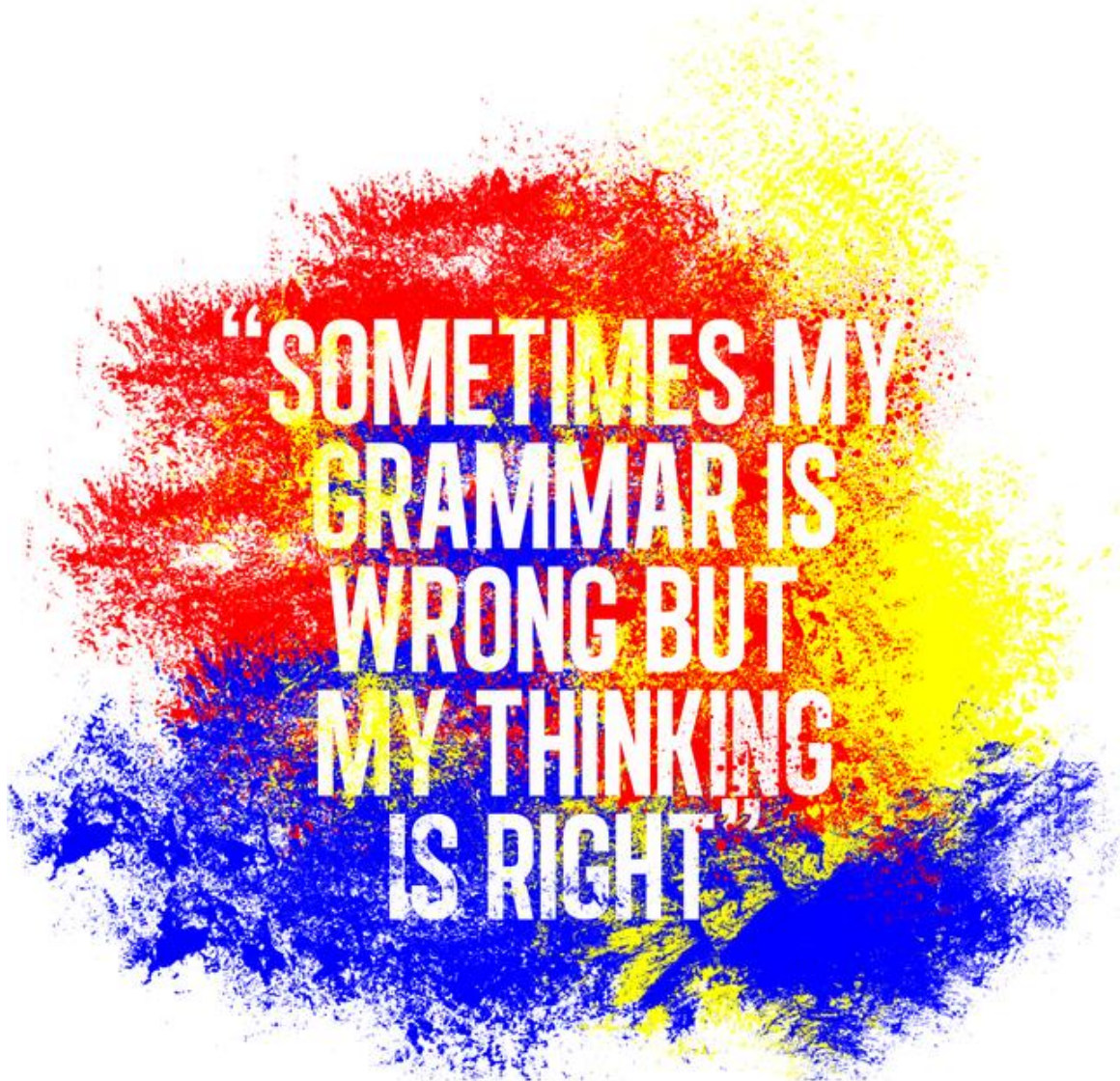
I went through a few phases here at Arizona State University. When I first came to ASU, I was majoring in Graphic Design. Graphic design is basically my favorite hobby. But I felt the program was so restricting, so I changed my major to design management so I can a little bit more free. When I was searching for class, I found Media Editing. I fitted the requirements for my major. At this point, I was just trying to fill up my schedule so I can be a full-time student. I really wasn't expecting anything from the class. Well I was completely wrong; Media editing class became my favorite class this semester. I ended up learned the most. This class required me to change my understanding of ideas, progress, and artifacts.



Module 1 Final

Ideas are things that come to my imagination. They come and go. They can be realistic or pretty far-fetched. In order for ideas to come to reality, there needs to be a process, the idea then goes on to become the artifact. The way I gather ideas is always different. If I want ideas for posters, I go and search up posters on google. If I want ideas for t-shirts, I go to the mall and spot for cool looking shirts. I ask myself questions like: Does it look cool? Will people wear it? Will I wear it. Sometimes I don't need to do anything because the idea has already come to my head. Sometimes I lay in bed and brainstorm. When I was trying to think of ideas for the spatial intervention project, I was laying in bed thinking and thinking all night long. Eventually I got an idea and everybody loved it.....and then I woke up. I was really

mad because I wasn't able to find out what my idea in my dreams was. This happened to me three times that night. In the end, I didn't live up to my "dream" because no one loved the idea I came up with for the project.



Kanye West tweet.

My progress on projects really varied, it was mostly based on the project and its requirements. I ask myself questions. How much time will it take, is it doable, can it be done before class, can I procrastinate on it, does it have to look cool, does it have to look professional, is it worth putting effort into, is it worth the points? If I'm working on a design for a class, and its only worth five points. I'd probably not put much effort and hold it off until the last minute. If it were a design for a client, I'd put

much more effort. Luckily, media editing class had the exemplar page, which really prompted me to work hard so my projects will make the list. I made the list three times! If it's a project that requires a program (iMovie, Audacity, Orison). I tend to put more time so I can get familiar with the programs. I loved module 3. It was my first time working with iMovie. I was really glad I was able to put things that I'm involved with in my personal life and add it to a project. Now module 7 was a very interesting project. Documenting life really captured my attention and I was really looking forward to it. But the program (Orison) really damaged the experience as it didn't really work at times.

[DREAM ACT Video](#)

Module 3 Final

As I look back at all my finished work, I did notice a big progression. I'm mostly proud of my first three 4 module projects. Media Editing really testing my abilities of using technology. I think I may have discovered some new hidden talents, and I may need to explore some more so I can unlock it. I've only touched this projects every lightly and I wish I could go more in depth with them. Media Editing really opened me up to...well media editing. I might even switch my major to digital culture.



Layer Tennis

(I really wished I had a partner for this,)