

Emda 4W - All projects



1	- Intro Post / Survey - describe current computer setup	10	4pm
2	- Video Game Experiences - essay, written (doc) - video essay (vid)	9	5pm
3	- Roblox games / worlds - links (only?)	8	6pm
			7pm
4	- Video game Trends - Diagrams (img) - multiple (big) - Paper (doc)	7	8pm
		6	9pm
5	- Jonathan Blow Notes and Responses - written essay (doc)	5	10pm
		4	11pm
6	- Dystia Flash game	3	12pm
7	- Video Game Reviews - Diagrams (img) - multiple - Essay (doc) - video essay (vid)	2	1am
8	- GDC EFW (essay) - paper, written, essay, notes (doc)	1	2am
		0	3am

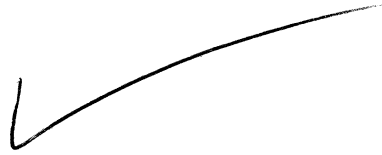
9 - Final Project

- Things to do
- 2 hours → finish egw paper
 - 2 hours → finish experiences paper
 - 4 hours → add some trends to paper and merge
 - 1 hour → start experiences video essay
 - 8 hours → organize for uploads
 - website stuff!
 - record bts, showcase, review videos, with/without commentary
 - scan notes!

Just to show that I have been really working my butt off on these assignments that I've turned into bigger, more detailed, more ambitious projects...

Video Game Experiences

~~worked~~ worked on from



Video Game Trails

worked on from
17 hours of recorded work footage, research, writing, design.



Video Game Reviews Essay

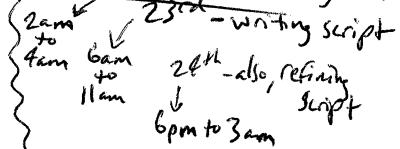
worked on from



27th - adding gameplay clips, visuals, audio... 25th - getting gameplay... 25th - cutting audio

12-16hrs.
~15hrs.

Video Game Review Diagram



I know that we were supposed to review a game, but we were really seeing the different review methods, and so I wanted to dive into that idea. I did research, lots of articles, bookmarks, videos, podcasts, then I made some designs, wrote an essay, ~~and~~ recorded a video essay, and I am currently working on it now. It's coming together quite nicely.

Finish video game experiences essay

Quickly add branches to trends diagram
- trends and add games and pictures

Record audio for video game experiences essay

Cut audio for both vj experiences and reviews

Put placeholder game footage on this

export teny video essays

fix up reviews diagrams

make funny low-effort versions

I feel like I've been handling my stress well, I focus it all on my work instead and do what I can, I do my best, I give myself some time to recover, and work all day. I'm a worker bee.

of course, I'm not always working on these things, these projects, I have to put them in the backburner.

I should let you know from the start what I'm doing.

Hopefully it comes as a nice surprise.

I have a bit of passion for the video game industry.

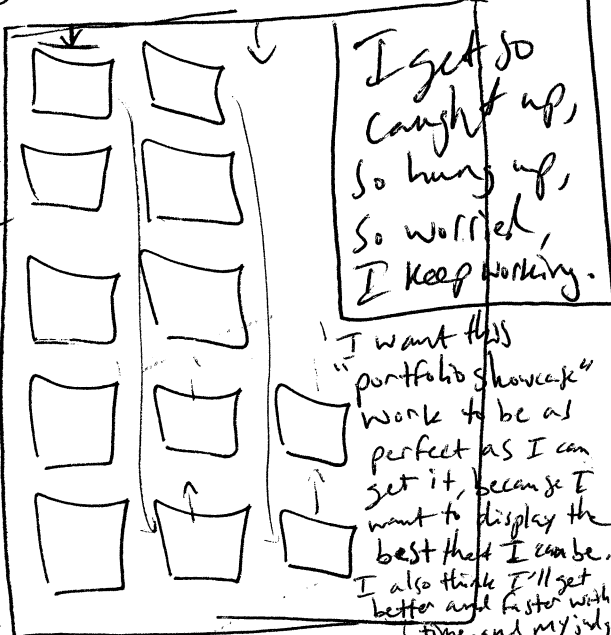
I wanted the assignments to really reflect that love, so I turned them into bigger projects to work on, and I've been working on them each for weeks and weeks.....

been watching interviews, documentaries, reviews, and reports - podcasts, news, opinions, speculation.

It's ~~really~~ ~~weird~~ weird - I wrote thousands of words and I wasn't satisfied, I wanted to cover more, and I know it was just to briefly reflect and tell you about it but I really needed to go deeper, these things mean a bit to me.

efficiency
reviews
trends

I'm telling you all this to show you I'm staying on top of things.



I have this vision, and I have such a difficult time trying to show it before it's ready, before it's done - I want it to be good and full and final, but I should be treating

Very sorry for dumping this all on you, I hope you have the time to look and understand. I'm open to discussion.

you like that, as if you're an audience.

Ideas - most emotional moments in games
most memorable moments in games
preorders

Roblox Games Ideas

- World with random areas
 - tree area
 - lamp area
 - etc.
 - randomness to explore
 - Big Empty
 - explore a lot, some hidden secret, random areas.
 - Obstacle Course
 - ramp with balls rolling down it, avoid balls, go up.
 - Stranded Deep
 - water level
 - Race Track
 - Shooter Map
 - Soccer Map
 - Horror Map
 - Hide and seek map.
 - Maze Map
 - Big Version of my Room
 - Remake Videobane Map
 - Sou Campus
- use anchor
 - ~~use~~ material
 - color
 - collision