

Q: What is the question, problem, issue, or perspective that is driving your project?

A: What are the effects of fandom culture on pieces of media and creators?

I began this class very confused. I wasn't sure yet how to format my WMD, how long to make the benchmarks or forgetting to add the weekly reflection, and felt uncomfortable and out of control. Fortunately, the very beginning was about learning what this class was and, in the process, learning how to correctly fill out the WMD

The assignments started as basic icebreaker questions for the whole class, then eventually became learning about what project-based learning was and why it was effective. These little lessons were also used to show me how to use the WMD, taking the place of my project for the first few weeks. After completing them, I had a better understanding of what was expected of me.

Eventually, I began creating my project. I began with defining what it was, using the question above to guide my thoughts to my topic. That topic became the question "What are the effects of fandom culture on pieces of media and creators?" It was interesting to think about, as well as relevant to my interests, since it would be fun to go through the process of researching the creation of one of my favorite video games.

With that question answered, I began to define even more of what my project would be. I began deciding what the result of my project would and wouldn't be, figuring out what steps needed to be taken to reach it. I decided to try making a video, since I'd already seen so many discussing the creation and success of Undertale. I went through the process of listing out my resources and assumptions, as well as my limitations. I figured out who else would be needed to complete this project, deciding that my mom would be my biggest help.

By the time I finished the first draft of the DPD, I began to fall into a rhythm filling out my WMD. I figured out how to best describe what I did, as well as actually remember to write my weekly reflection at the end. I was able to insert my digital evidence effectively, and became more confident in my ability to fill it out every class.

After filling out the Defining Phase Document, as well as revising it to be more appropriate for what I am trying to accomplish, I began work on my Planning Phase. This phase would fill in all of the gaps in the definition of the project, adding specific details about what needed to happen by what time. I added completion dates to my calendar, as well as general descriptions of what would be done each day. Finally, I would figure out which resources would be needed, if I had them, and how often I would need mom's help with my project.

With my process planned out, I was ready to actually begin my work. I started by researching what fandom was, how it affects fans, the stigma surrounding it, and how it affects the media and creators it is attached to. I also researched the production history of Undertale, which, as an avid fan myself, was a very interesting and enjoyable process. While researching, I began to

take notes on my findings, as well as a list of all of the websites I utilized in the process. Considering how niche this topic seemed to me at first, I was surprised to see how much information there was about it online. It made the process much easier than I thought it would be.

With pages of rough notes ready, I began what I now think was the most enjoyable part of the project: the script writing. I figured out how I wanted it formatted, and began transferring information to the script in a more natural sounding way. I also added all of my citations to google doc's citations too. Finally, I showed my script to my mom, wanting another pair of eyes to look over the script to spot any mistakes I may have made.

Once my script was finished, I realized that a storyboard would be necessary. I put one together fairly easily, organizing what would be playing on screen during what part of the audio. After that, I was ready to record. But before I did that, I needed to learn *how* to record. Doing work at home, my mom showed me how to record my voice, as well as where to edit my audio and video. After all that was figured out, I began the recording process. This was honestly the most difficult part of the process. I struggled with slowing down my naturally fast voice, as well as staying a good distance from the microphone. It took several days of working at home to finish.

Once I finally settled on a recording, the editing process could begin. Once mom showed me how to edit, I began taking my home computer to school for the sake of convenience. First, I edited the audio, which was a very simple process, only taking about one or two class periods. With the audio edited, I began editing the video.

This was a challenge for me.

With the due date on the horizon, the anxiety began to set in. Since video editing was one of the longest parts of my project, I feared I wouldn't have enough time. The editing itself also proved to be tedious, since finding good stock images was a pain and, early on, I wasn't quite used to the editing software. Eventually I realized that my storyboard involved editing that was too detailed for the time I was permitted, so I had to simplify it. Soon after, I finally finished editing.

It happened sooner than I expected, but turning it in a day early is nothing to complain about. I felt so relieved and proud when I was done, although a bit sick of my own voice (I had been recording and listening to the same script *over and over and over*). Overall, I'm glad I had this experience. While I probably won't be doing much video editing in the future, I'm glad I was able to give it a try. Plus, learning the process of completing a project will certainly help me in the future. I can say with confidence that this has been my favorite class this year!

