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<div align="center">Culmination Project – Reflection Paper</div>

Originally, I had planned to perform a film documentary for my culmination project, however, one of my current team members came up to me last semester and asked am I interested in working on the video aspect of their joint culmination project; the Esports tournament. I didn't have anything done or thought too much about my original idea, so I agreed rather quickly. At first, I thought I was just editing video footage and helping out with design choices for the tournament. This was a misconception on my part, but it was also due to lack of proper information distribution.

So, my actual job was to create a video system that would allow the tournament to be streamed to a live media (Twitch, YouTube, etc). Discussion regarding our roles had commenced last year between the end of the fall semester in December and before the beginning of the spring semester in January. The first thing I took note of was how overwhelming my job would have been if I had to do everything by myself. Video has to do multiple things for the tournament, create the video system, choreograph the type of content necessary, keep track of the livestream, switch the source feeds using the video switcher when prompted, etc… It was very overwhelming, and I was lucky to have a partner to help split off the crazy workload between us. I'm really grateful to my video partner Anthony Cruz for deciding to work on this project, but also for helping me throughout this arduous process.

My reasoning for choosing to work on the tournament instead of my initial idea for the film documentary is because I was always interested in the technical process of how an ESport tournaments video feeds are performed. I also wanted to expand my horizons and add any extra skills related to video that might help me out in the future. The idea was that if I ever ended up on a worksite that happened to be working on a similar setup, if they ran into any issues, I could offer some assistance and be known as "that one useful guy", haha.

My understanding for this project changed drastically throughout the months. From the initial explanation I was given it didn't sound very hard, I just had to learn some basic things regarding video systems which is why I had to take the video systems class taught by my mentor and advisor, Barry Grossman. As the months passed and I was faced with deadlines on specific designs with little to no information before even taking the class, that pressure weighed down on me harshly. Making a system diagram with no prior information was far from as "easy" as I thought it was going to be, I learned that the hard way. There were even some deadlines I missed, but I was able to keep calm because Barry was always there to give me an encouraging hand and keep me sane throughout the last four months.

When classes had been cancelled back in March, I had feared for how the rest of the project was going to go. I was able to finish and submit all the required paperwork for deadlines that I needed to meet just in time. Honestly speaking, while I was always stressing out about how the actual live tournament was going to go, I was pretty disappointed that everything got cancelled because everyone on the team poured a lot of work into this project. So, while the project became theoretical, I still wish we could have physically done the project to the end.

In the end, even though this culmination project was extremely stressful and time consuming, I did have fun interacting with my teammates, learning new information and getting hands on experience with video livestreaming technology. I had a great time and I am satisfied with making this my culmination project, especially because it let me meet my amazing mentor.