

Throughout this semester we've exercised our abilities to write and create content for several media platforms. Though the stories were easy to create and brainstorm fitting and formatting them for a specific medium took some work, I had to first get acclimated with the medium, its user type and its abilities before I put the story on the assigned medium. Of all the mediums I would say that twitter is my personal favorite for several reasons; one it is widely known and easily accessible even if you don't own an account, two i frequently use it and rely on it for gathering as well as spreading my own work. Telling a digital story however was an entirely new use of the medium for me and I worried about being able to really tell a story on such a limited platform. Only being able to use 140 characters per tweet was very limiting and called for a lot of edits and cuts to the text itself, I also worried i'd be flooding people's timelines which I personally find annoying. In the end though I was pleased with the outcome and the feedback I received both from my peers and other twitter users. In terms of freedom in content creation I would say Twine was my favorite overall medium as well as my favorite project. The possibilities were endless with twine I was able to add any kind of media I chose and extend the story as far as I saw fit. Sharing it was also very easy and it worked on a variety of platforms, mobile, tablet and PC.

Each project this semester had its pros and cons or affordances and constraints but each one added knowledge to my ability to create content, namely digital stories. Some were similar like the HTML and Twine project were I was scaffolding my knowledge and ideas with little constraints because the medium had very few to begin with. What I had to focus on instead was reigning in material and making sure the quality and quantity matched. These projects were mostly visual and written based in contrast to sound or video projects like the youtube and podcast projects. The constraints in those projects where far larger in terms of equipment, space and experience. I think the biggest challenges with "live" or recorded material is that it

can be really hard to keep things like tone of voice or pitch exactly the same & redoing one piece often means redoing them all. Similarly one small change in a home made movie can mean having to go back and change many other little details for consistency.

Collectively though the affordances outweigh the constraints and each project, both self standing or conjoined have exponential potential to tell a story well multiple elements. I enjoyed every project but I think working in varying mediums has made me realize I prefer, or excel, in written or content design projects like twine and the HTML project. To me with projects like that they are endless and open to constant morphing and translating.