

To: Professor Jason Ellis
From: Mariah Rajah
Date: May 18th, 2016
Re: Final Project Reflective Essay

The final project for ENG 3760 Digital Storytelling was easier than I expected. After battling with the previous HTML project, I found this project to be simpler and had a more interactive element to it. The best part of this project had to be collaborating with my classmates to create such an interactive story. We were able to come together to create a story that helps children to learn about New York City through the travels of Patty the Pigeon. Patty who is our main character comes from Chicago in search of adventure, she travels to various parts of the City meeting new friends and learning about what makes these landmarks truly a special part of New York City. Just like the project, my teammates and I were able to grow through this collaborating. In the process of this creating this story we were each able to choose tasks that enabled us to have our talents shine; Jodieann Stephenson and Samantha Pezzolanti worked on writing and editing the story, while Pamela Drake worked on the research component of the story as well as creating the storyboard. Lastly, I was able to utilize my management skills to help keep the project on schedule and help with design elements such as creating an interactive map and other graphics, Ms. Pezzolanti assisted with this. Twine was a simpler platform than I expected it to be, it was simple and easy to use and understand. I found there to be more constraints with the HTML project than this because Twine had the HTML built in. Overall I am very pleased with the way the project turned out and the way my team and I were able to work together in order to create this.

To: Professor Jason Ellis
From: Samantha Pezzolanti
Date: May 18th, 2016
Re: Project 5- Reflection

Working with Twine for project five was wholly rewarding. Scaffolding from project four, Twine helped create our digital story with ease. We brainstormed several ideas but settled on a children's book that was suitable to be used for educational purposes as well. Often education material isn't fun or animated, it tends to be bland. So we created a story around Patty, a pigeon who comes to New York City and sees some of the many attractions it offers. We sorted the story into parts and then into pages, breaking up scenes into small paragraphs that were relevant but not overwhelming. Once we figured out the flow of the story inputting it into Twine was simple, creating the boxes and linking them together was simple and fun to watch as the story grew. For our animations we were searching for something that would be able to create every scene and picture in a uniform way. We found toondoo.com and Flaticon.com to generate pictures and images to represent scenes and other information in the story, because the images came from the same site they were uniform and looked more clean and professional. Finally we used Tinypic.com to host the images to put into Twine. Overall, I am so pleased with how the project came out, I think it's neatly executed and serves its purpose well. Working with Twine was really enjoyable and I'm glad that I now have the knowledge to use it for the future.

To: Professor Ellis
From: Jodieann J. Stephenson
Date: 5/18/2016
Re: Reflective Essay

Creating the project "Patty the Pigeon takes New York City" was one of the best experiences of this class. Initially, I had a late start to the project because I was absent on the previous day. When I came to class, my classmates had already decided on an idea for the project and that's when I learned about the project. The story of Patty, is one that I think everybody can relate to, she wants to search for more. In her search for more she flees her hometown of Chicago to go to New York. Along her journey, she meets many new birds and create unlikely friendships. Another one for my favorite parts of the project was creating the characters and their quirks. I wanted to create meaningful characters with characteristics that were similar to characteristics that we all have. I didn't realize how hard it was to create meaningful characters and try to include all of them with a diverse story. I chose names that were not really that popular and made sure there were many females who were represented in the stories. Growing, I never saw myself in any of the stories I read nor did I find names that were similar to mine. There was no real challenges in Twine, it was relatively straightforward. Also, I contributed to the Twine project by sharing photos that I have taken over the past year of the Brooklyn Bridge. I assisted Mariah and Samantha in choosing the right animals that matched the characters that I had in mind. We choose the colors of the characters and the NYC landmarks. All in all, it was a collaborative effort in creating our Twine story. In addition, I wrote everyone's biography and edited Patty's story.

To: Professor Jason Ellis
From: Pamela Drake
Subject: ENG 3760: Reflection Essay
Date: May 17th, 2016

This project has been a very extensive experience. Upon hearing about the project, it was quite challenging to come up with an idea. Working with Maria Rajah, Samantha Pezzolanti, and Jodieanne Stephenson has been a very enjoyable experience. Once we brainstormed and came up with a story idea, it was quite easy to determine what the roles should be. My roles were to do the research part of the project and create the storyboard.

Research has always been a passion of mine because I like to investigate how things developed. Apart from the fact that I am taking Research and Documentation in the Information Age, as a course this semester, it fits right in to my area. Although I enjoy creating and have created many projects, I find research challenging. We wanted to create a story that a child, or anyone, would enjoy and learn at the same time. Using sources that were available to me in the City Tech library was useful for verifying the information.

The second part of my contribution was the storyboard which I created using PowerPoint. As a tried and tested program, PowerPoint made it easy to manipulate the pictures which were actually imported from the story.

I feel that the team worked together, each with their strengths to create the story. Allowing our imaginations to freely explore what a child would enjoy and also learn navigating through new media was the best part, including learning how to use Twinery to create the project.

I feel that the team worked together, each with their strengths to create the story. Allowing our imaginations to freely explore what a child would enjoy and also navigating through new media was the best part, including using Twinery to create the project.