**Digital Design Project Reflection Paper**

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My digital design project was writing a blog on MilSim West, an airsoft milsim company. Some project ideas changed slightly over this process of creating the project, but the topic remained the same. For starters, creating a blog about this topic was quite troublesome as there was only quite literally 1 article written about MSW. This was an article by the New York Times, which basically told people about the event venue and all about it. It however did not really go into detail about the various “lores” and event details that I wanted to go in depth about. I looked around the internet and could only find and abundance of videos about MSW, which I had already watched a bunch of them regardless. These videos were mostly gameplay of the venue and not a lot about the series, so I had to continue to dig deeper. While creating the final product, I decided to make the project on my WordPress site, as google docs was creating all sorts of formatting problems. I wanted to make it look like the NYT article, with text, and then showing a bunch of pictures to help the reader(s) understand what the text was saying. I struggled to find pictures of the event that I went to in September, but then I found the official MSW Facebook page that had all the pictures taken. A lot of what I put inside of the project would make no sense without pictures, so I made sure to have a lot of them in the final product. I also was not sure how long I wanted to make the blog post, as if I made it too short, readers might not understand what is happening. On the other side though, if I made it too long, people might get bored of reading and might get lost trying to understand what is happening.

The biggest change that was made during this process of creating the project was talking about the “Insurgency” format instead of the normal MSW gametype. Instead of making the entire project about that, I decided the Insurgency format would make for a better read overall. I still made sure to include some information about the normal gametype in the project, so readers understand a little bit about that version of the game. Researching the various rules for MSW was quite simple as there is an entire part on their website dedicated to the various rules regarding blank fire, etc. I wanted to make sure the audience understood this, as I didn’t want it to seem like I was using a real firearm with real bullets. Another issue I ran into while making this project was time management, I have had a full course load this semester which made things difficult at times. I still managed to turn in the project on time, which I am glad about. My other 4 classes all had similar final projects due quite literally the same week, so time management is something I need to work on for future projects.

If I were to start working on my project now with hindsight from the beginning, I would start working on the overall length and layout way before I did. I was struggling to get a proper layout done until the last few weeks, simply because I really did not know what I was going to put inside of the blog. Laying everything out would have helped me finish the project a lot sooner in the semester, as well as maybe have helped it to be more in depth than it was. The initial vison of my project was for it to have some different sections that I did not end up adding to the final part. One of these being the different teams inside of the factions, as this would quite literally be an essay by itself. It would have required going super in-depth in terms of the people, different chapters, and various parts of the country. It didn’t really seem to fit with the overall theme of the paper, so I scrapped the idea entirely and substituted it with the section talking about Josh’s social media presence. It made way more sense to talk about inside of the blog.

Closing out the reflection of this assignment, it was most certainly a challenge to make it the best project I could make it. Some minor things changed along the way, but the main idea of the project stayed the same, and I kept most of my ideas that I had beforehand.