

## Project Name: Major Mindsets

### **Project Description and Aims:**

We hoped to use a variety of digital tools to inform three different narratives, each informed broadly by a major department (science/math, humanities/arts, social science). We wanted to combine data collection with creative presentation, so we started with raw data collected in the library, and through various manipulations of that data, eventually ended up with stories.

### **Digital Concepts and Tools from the Class that were Used:**

We started with raw data, which as we learned in class could then be either used within in an analytical or creative context. An important aspect of our project was the flow through which we created a story using simple collected words, a flow which we found most easily demonstrable using Adobe Spark. In creating our project we kept the lessons on data visualization in mind, hoping to present our data in not only an efficient but also visually pleasing manner.

### **Current Project's relation to your Earlier Aims:**

Our initial project plan varied quite drastically from our eventual product. We began with the intention of collecting data from three academic buildings to better understand the reasoning for selecting such buildings as study spaces as opposed to the traditional choice of Penrose library. However as we continued grappling with the data we collected, and the tools at our disposal, we found that our project was better suited as non-location specific, so we chose to focus on majors rather than buildings. Our final project reflects our initial aims in the sense that we decided to set each of our three stories in the three buildings we had been originally interested in, as an homage to past intentions.

### **The Unfolding of the Creative Process:**

We began our project by first collecting data to get a sense of what direction the data would naturally drive us in. Using our preliminary dataset we then reconstructed our ideas in the next class to further embrace what we found to be interesting about said data, namely the three random words we asked of the participants. Each time our group met we further narrowed our vision, ultimately including only major and the three words in our final dataset. This dataset was then further informed by various tools we reexamined from class, playing with them to see what would result in an interesting project. We eventually landed on using a Twitter bot and number generator for randomization, Voyant tools for visualization, and Adobe Spark for presentation.

### **Moments of Failure:**

The project went through several reinventions; the initial concept of determining people's late-night studying mindsets and what drew them to academic buildings other than the library crashed for reasons both practical and theoretical (we were frequently having to study late ourselves, and the narrative thread we were trying to grasp proved more tenuous than expected). Ditching the temporal element, we toyed with only exploring the latter consideration (space), but weren't getting particularly varied or interesting responses. We finally decided to keep the parameters of subjectivity and study time, but to pursue the human element instead of one grounded in time or place: what makes different majors tick while they're working?

### **Places where this Project might Expand:**

We would probably gather significantly more data (ideally an entry from every Whitman student to be truly thorough), which would allow us to perform some more interesting analysis with frequency of words, themes, etc. In that vein, we would add some TEI elements, assigning perhaps 2-3 tags per word (e.g. juvenile, kinesthetic, color) and visualizing which tags cropped up where.