

The idea for my Innovator project started out as something Rayna and I joked about, and we were unsure as to whether it was something we would actually do. It was near the beginning of the year, and Rayna and I were waiting to be let into Freestyle. For some reason we both had kazoos in our backpacks, and we were playing them to pass the time. We jokingly stated that we should make this our Innovator project, playing kazoos and having fun. When it came time to submit ideas for the Innovator we began to seriously consider making a kazoo music video. It was a little tentative of an idea at first, but as we began to plan out our ideas for the video and pick songs to play on the kazoo, we became more serious about the whole idea. I chose this since I wanted to do something a little bit out there, but also something I knew I would enjoy doing. I also wanted to work with someone to improve my collaboration skills.

The research process was a little difficult at first, as I had trouble finding a topic that connected to my project. I talked through different ideas with different people until I found something that was loosely connected to my project. My research taught me more about the platform of YouTube and video sharing in general. It helped me understand how and why people post videos on the Internet, and how posting videos can make someone famous. While my research was not directly connected to my project, it was interesting to learn more about the site we planned to be putting our video publicly. Although our video is not on YouTube, since it got removed for unknown reasons, my research is still relevant as our video is still on the Internet on a public video sharing site.

Since I worked with a partner, Rayna, that was a lot of collaboration between her and myself. However, I also worked with some people from outside of Freestyle as we had

scenes in our music video that included others for group scenes. Coordinating schedules was difficult and trying to organize where and when something would take place took a lot of time. When we did have people, we also had to work with people arriving late or having to leave early. Sometimes, we would not get as many people as we hoped, so some scenes had to be adjusted to fit the amount of people who could come.

If I could do the project again, there is not a lot that I would change. However, one thing I would change is the planning of recruiting people to be in the video. I think I could've sent out clear dates sooner along with more reminders about where and when we wanted people. Although we struggled a bit with this, we were still able to get at least a couple people for the scenes where others were required. We also could've filmed one scene at Freestyle during class to get a large group of people.

Throughout this project I learned a little about filming and editing video, since I was working with a film student. I think I improved my self-direction skills because between filming scenes or working on major parts of the project, Rayna and I ended up having more time than we expected. This meant finding productive ways to use this time. We ended up designing things such as band posters and other merchandise to put on our website to strengthen our overall look and make the band seem more official. I also think I improved my risk taking skills since there were times we had to move forward despite things not going according to plan. This meant we weren't sure how things might play out for the final video. The risks we took worked out okay, and we were able to create a polished finished product. One skill that I don't think I improved on as much is social and civic responsibility. Our video and band are a fun and creative project, but they are not as much about

promoting public good. It is more of a comedic thing than something protecting the environment or society.

This semester since there was a lot of freedom with what we could do. I feel that I was able to work on something that I am proud of, but also something I enjoyed working on throughout the whole process. I value this project immensely, since it was creative and a little weird, but also a good application of many of my skills I have spent the last two years improving. I was able to utilize and improve my website design skills, recording music, photography, Photoshop and Illustrator use, writing, and even learn a bit about filming and editing. I am happy with the final product and I think it was a good last big project at Freestyle.