"Tinkering, allows one to play with the object/medium they using in order to understand it."
ArtsECO Fellows 2020-2021 Joshua Taylor

Briefly explain what the artifact is and where it came from.

My artifact was originally from a project I did for a course on adolescent literature and multimodal instruction in the spring. My artifact is a piece of digital storytelling, specifically, in the form of a video essay. My video essay was meant to model how to do digital storytelling for students by using the medium's audio-visual elements to analyze characters from the book Dry. To construct my artifact I created a script in order to organize all the information, utilized Final Cut Pro to film and edit it, and pulled clips, images and music from a variety of sources to enhance its presentation. The multimedia aspect is meant for both aesthetic purposes and to create another level of context for the audience to help with comprehension of the topics covered in it. Overall, I believe my artifact is an example of how to use digital storytelling to develop composition skills and digital literacy in a manner that also enables students to draw upon and develop their artistic abilities.

Explain how the artifact represents your current thinking on tinkering.

When I created my project I had very little first-hand experience with creating digital stories. I was a rabid consumer of digital stories, particularly video-essays, however, I was not a creator. So, my creative process was very much "learning on the job" through tinkering. My experience creating my artifact (and subsequent personal projects I did afterward) saw me playing with the controls of the video-editing suite I used (Final Cut) learning mostly by experimenting with how certain controls worked. Oftentimes, I discovered things by chance and errant clicks on my mouse and keyboard. Drawing from my cultural media knowledge I played with how the added layers of moving-images, still-images, and audio could either be used to be aesthetically pleasing or to add context to aid with comprehension or even both simultaneously. Tinkering, allows one to play with the object/medium they using in order to understand it. The user plays with it to figure out its ins-and-outs. Once the user understands it they can begin to manipulate it for their use. They can use it to create and share with others in order to either entertain, teach, challenge, question, and express themselves or do a mix of all of those actions. Tinkering may not always be the most efficient way of learning how certain things work or how to use them, but it can teach how to use a thing to figure that thing out. Moreover, it combines play with work and allows for the development of critical thinking and problem-solving abilities.

Link to artifact:

youtube.com/watch?v=b712w2UQotI&feature=youtu.be