Digital Literacy scrapbook Project
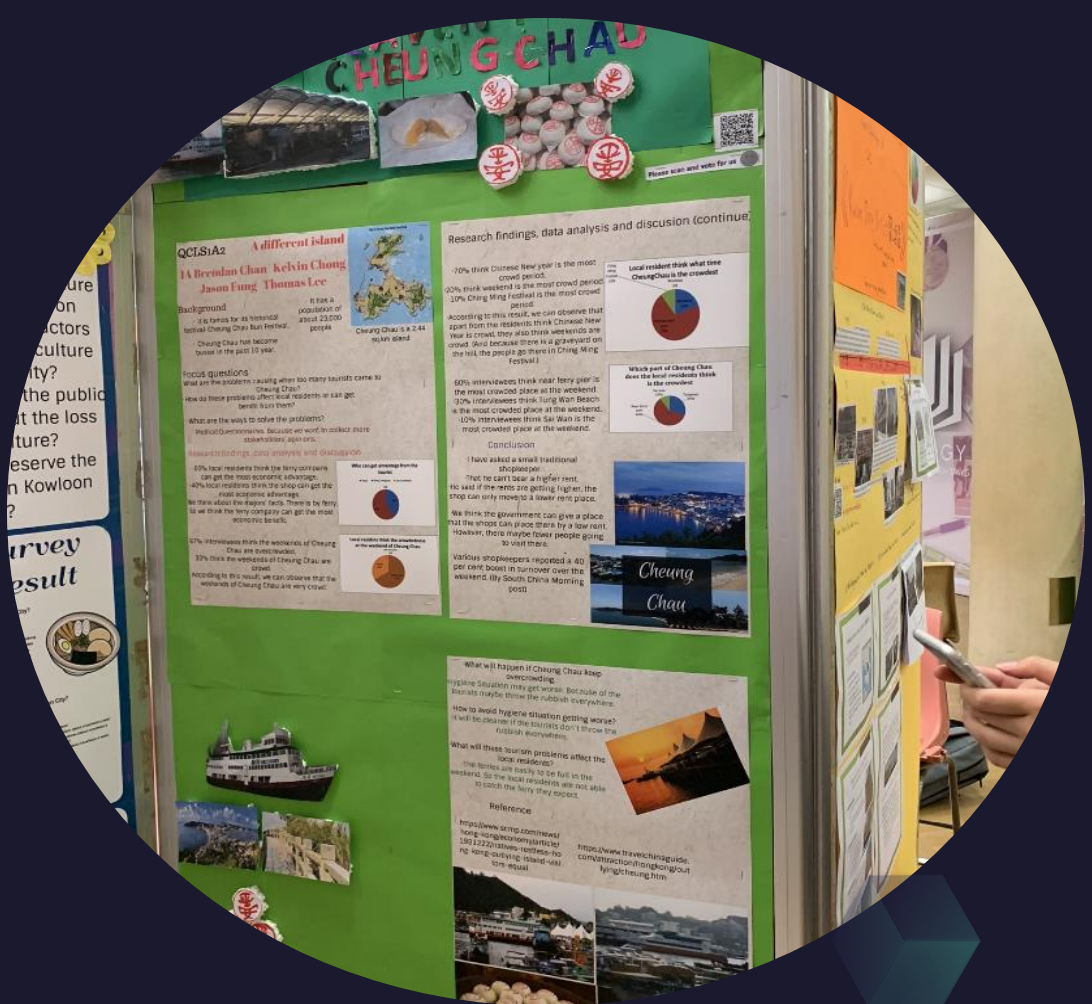
Brendan Chan

Artifact One
Tourist heaven?? Cheung Chau Hong Kong
Core competency: Making

This project is about the tourist problem in Cheung Chau Hong Kong. It is a little village located outside of the main island and every year on that island, there is a bun festival that attracts 10000+ people getting to Cheung Chau. The problem on Cheung Chau is that tourist influence those locals there, for example, local can't get on the ferry to downtown and go work. The reason why I choose making as my core competency is that this project let me and my teammate learn more about how to make a poster with a computer, we use a lot of different kinds of tools and materials to make the poster as shown in the photo on the right side. Making poster is also a really important skills and this experience will be useful in the future, for example, make a promotion for my company.

https://www.youtube.com/watch?v=VYhrRTn-tlk

Artifact two: A book report
Core competency: Sharing

Staines
By Cheryl Rainfield

Seventeen-year-old Sarah Meadows facing what she never expected

Brendan Chan 10/13/2020

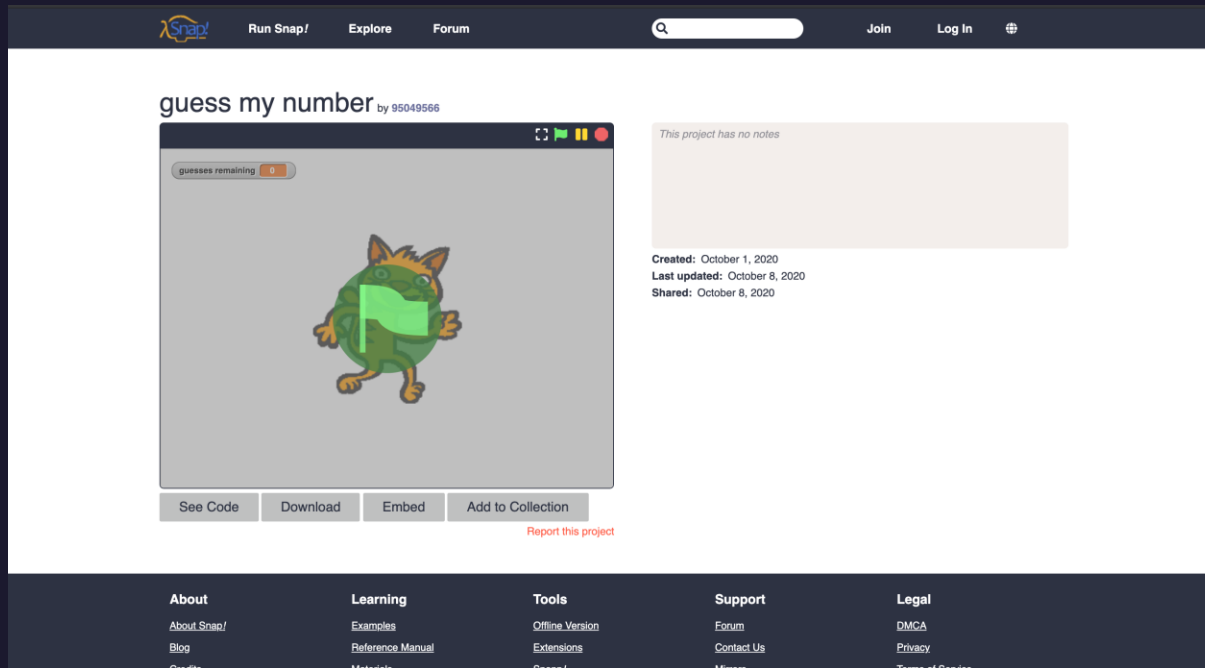CHERYL RAINFIELD

STAINED

Sometimes you have to be your own hero.

This Book Report is my first project in high school. Sharing is the core competency of this project because the main idea of this project is to attract interest, which is the skills of explaining. It can also develop my communication skills because I have to present this book by keynote and show them in front of people. I learned how to use Keynote to make a presentation. I also spend some time to learn more about the author of this book. It improves my English writing and speaking.

Artifact three: Snap guess the number
Core competency: Making

This project is to make a game in which the target is to guess the number that I set. In the beginning, my teacher teaches me some programming language and skills to let us know the basics of programming. Next, I start to search on youtube about how to use this tool call snap. Finally, I organize what I want the game to look like and start working on it. I choose to make as my core competency because I need to find the right tools and materials to make this program. I also make a step by step plan to work on the project. Lastly, I spend some time to go through and check my program if it is work, and I make some changes.

https://snap.berkeley.edu/project?user=95049566&project=guess%20my%20number