

Nicolas Karpluk

LLED368

Teresa Dobson

July 16th 2014

Media Project #2: *Welcome to Night Vale* Temporal and Spatial Collage

1. *What process did you use to develop your idea?*

I've been a big fan of the podcast *Welcome to Night Vale* all year, since Whitney got me into back in October, and I was always really curious to what a map of the fictional town of Night Vale would actually look like if you tried to map it out. I really wanted to try to map it out somehow whether it was symbolically or in an actual geographic way. I thought that mapping out an area or plot creatively is something I will definitely do in my future English arts teaching career so I thought I would try it.

2. *What other preproduction strategies did you employ?*

Well, I had not specifically picked mapping out Night Vale until later in the process. I thought it would be more "literary" if I chose to map out Jack Kerouac/Sal Paradise's voyage across the USA in *On the Road*, but then I thought, "I will probably never teach this novel either so I might as well do the thing I actually wanted to do initially." I started with the idea that I would create the town of Night Vale in Google Maps, but I gave up on that pipe dream rather quickly. I next moved into trying to use some other cartoony online programs (including one Pokémon man maker) to replicate my vision for Night Vale, but very quickly, it became apparent that I was no good at creating maps on the computer whatsoever. So I defaulted back to what I knew I could do: draw by hand. I printed out the transcript for the first six episodes of *Welcome to Night Vale* and highlighted three things. I highlighted all mentions of locations in orange, all characters/objects/organizations in pink, and all events or actions in green. My plan was to create images on all the highlighted lines and then hand make a map of some sort by arranging them in a coherent way. Unfortunately, the drawing took hours and hours of my time, and I only got through two of the six episodes. I then could not figure out a way to accurately cut them up and map them (as I wanted to re-use some of the images). I scanned them into the computer, cut them up in paint, and set to work trying to configure them together. As mentioned above, I am not great with computers so what I ended up with was a collage (and not even a collage of both sets of images together). I divided the images into "Episode 1: The Pilot" and "Episode 2: Glow Cloud," and spent a lot of time arranging them in a way that made sense to me temporally and spatially, and that is what I ended up with.

3. *How did you assign tasks within your group? How did you manage time?*

As I was alone, I did everything. I managed time, but breaking up what I did: from highlighting the transcript, to drawing, to scanning, to editing, and rearranging. It took a long time, as I switched ideas three or four times over the course of the last ten days, and though I drew as fast as I ever have, it was still a labour of time.

4. *What approaches would you use to assess this activity that takes into account the multimedia nature of the assignment?*

Well, considering how many times I changed ideas, this actually assignment would be very difficult to assess, but maybe I could come up with an assessment method for which to assess my end process and final product. I think I would assess it rather simply: I would ask the students to take 4-6 events/actions and create graphic representations, and then do so for 7-8 locations and 7-8 people/things/organizations as well, and then get them to put them into a collage format as I do so as well. I would really only mark that for completion (as I would require a minimum of 20 images). What I would assess more thoroughly was the students' rationale for putting

what images where in relation to each other. I do not think you could do this as a rubric, but I would really want to get them to justify why they put what where. I would probably get them to present their finished pieces to the class, and then tell their peers, as well, why they did it the way they did.

5. What are the greatest challenge in using this approach and can they be ameliorated through careful instructional design? What learning opportunities did this activity afford?

Yes, if I had known what I was doing at the start this would have been a lot easier. A careful design of the actual activity would make doing this not too difficult; though the drawing is by far the most time consuming. But in actual fact you could take pictures as well or grab images off of creative commons as well instead of drawing. The most important part is the rationale for how the images were arranged. This activity would get you to think about different aspects of a story in a different way than if you just graphed out the plot or drew out a map of the descriptions.



Night Vale Community Radio Station



Monitoring Station



Carlos



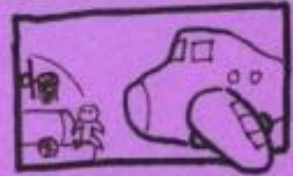
Night Vale Mountain Lions



Desert Bluffs Cacti



Black Helicopters (World Government)



A commercial airliner appearing during basketball practice



The Sheriff's Secret Police



The Apache Traitor



Night Vale Elementary



A Great Howling



Satellites with complex music depicting list of every song (unknown)



Scrublands + Sand wastes



The Ralph's



DOG PARK (at corner of Earl + Summerset)



Teddy Williams



Angels



Old Women Josie



Blue Helicopters (Sheriff's Secret Police)



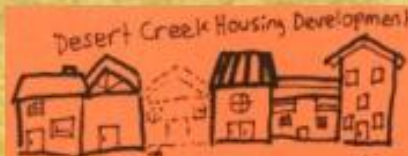
Ghost Car



Night Vale Harbor + Waterfront Recreational Area



Big Rico's Pizza



Desert Creek Housing Development
Doesn't exist. Seems like it does. Like it's right there when you look at it. It would make more sense if it was there, but it definitely is NOT there.



Entrance to a vast underground city



Carlos' Laboratory



Desert Flower Bowling Alley + Arcade Fun Complex



RADON CANYON

The flow is mostly unimpressive



Red Mesa



Hiram McDaniels (literally a five headed dragon)



Old Town Night Vale



Bake Sale



Men's Bathroom



Night Vale Community Radio Station



Night Vale Tavern Board



John Peters (You know, the farmer)



The Sheriff's Secret Police



Night Vale PTA



Khoshekh (the floating cat)



Glow Cloud (All hail the Glow cloud.)



Louie Blasco



The Apache Tracker



Radon Canyon



Night Vale Post office



Night Vale Harbor + Waterfront Recreational Area



Louie's Music Shop



Mission Grove Park



The Night Vale Animal control Department



White Sand Ice Cream Shop