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Macaulay M. Williams

Farm Narrative Reflection

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Professor Adams

### Farm Narrative Reflection

The farm narrative assignment presented some unique challenges during its conception and development stages. When I first began to think about what I wanted to do for this assignment my brain was going in so many different directions. Should I make the film more about Mark? Should I make it about his family history? Should I focus on the legacy that the farm represents? These were all questions that came to mind when I began to think about what I wanted to portray in the film. I eventually decided to tell the story of the farm's legacy and how Mark is a part of that legacy.

I initially saw the film coming together as basically a series of interviews with Mark, allowing me to showcase his history and how he ties into the legacy of the Metzger's. However, as I began to sift through the footage that we had compiled, I noticed that I could incorporate shots of the farm itself in conjunction with parts of Mark speaking. I decided that only shots of Mark was not going to effectively convey the "legacy" message that I wanted to get across to the viewer. I then decided to make it more of a showcase of the farm and less about Mark himself. I really wanted the audience to feel that they were witnessing a history of generations and not the history of one person.

Initially, my expectations were pretty low for this piece of digital media because I had no prior experience working with this kind of media. As I progressed through the development of the film my expectations began to shift. I wanted the film to do Mark and his family's legacy justice, instead of just telling, "Hey here's a farm in Ohio that is really old". This is also part of the reason that I wanted to include music into the piece, because it evokes a certain feeling among the audience. It makes them feel as though they are there at the farm and really showcases farming's background.

As I began to put the film together I had quite a few challenges along the way. The first problem I ran into was the amount of time it takes to adjust even just a little bit of film within Adobe Premier. I tried to cover parts of the video where Mark was not speaking by cutting to a shot from another clip. However, it took me forever to get to the point where the video and audio were synced exactly the way that I wanted. I could cut video very easily, however, trying to piece it back together again proved to be very challenging. I also found it challenging to balance the levels of the audio that I had in the film. The music that I chose was initially too loud when I imported it into Adobe Premier. It took a while to adjust the music so that it was in a more supportive role as opposed to front and center of the film. It also was challenging to adjust the sound bits from each Metzger clip. Sometimes Mark was too loud on the clip and then other times he was too soft, so I needed to adjust some of the clips in order to make the film more desirable to the viewer.

Another piece of information that I learned very quickly was that one needs a fairly intimate knowledge of Adobe Premier and its features in order to effectively create a piece of media that is impactful. Throughout the editing and composing process I

frequently found myself asking questions on how to do certain things inside the workspace, because I had no prior experience with the platform before. I feel as though if I had some prior experience with the technology I would have been able to do a little bit more with the project. For instance, I was not very comfortable with adding text into the film, and I feel like I could have possibly done more to enhance the effect that the text had on the film.

As a whole I feel as though it was difficult to get started with the project because there were so many different directions that story could be told from. However, once I got farther into the project I really developed an appreciation for being able to tell the story that I wanted to tell. If we were to do a generic story that was given to us then it takes some of the creative ideas out of the composition. Being able to play around with Adobe Premier really helped me learn quickly the amount of different things that were available to be utilized. I feel that the project was a success because I created a piece of digital media that can serve as a learning tool to others as well as a framework for fundraising efforts. Not only did I create a satisfactory piece of media, but I also gained the skills and training necessary to compose future pieces like this one.

Finally, I would recommend a change in the development process for future years. The biggest hurdle that I saw was the storyboard. I'm glad that we were able to know how to do them because I do think that they are important for bigger, more comprehensive productions. However, I deviated significantly from my storyboard and I found it more useful to just jump in and start working. It really got my creative juices flowing to play around with clips and audio to start figuring out how I wanted to piece together the film. I think that the storyboard is a useful tool, however I think it is kind of

hindering for this particular film. I enjoyed the process of designing, composing, and publishing the film and definitely want to do more work with this type of media.