

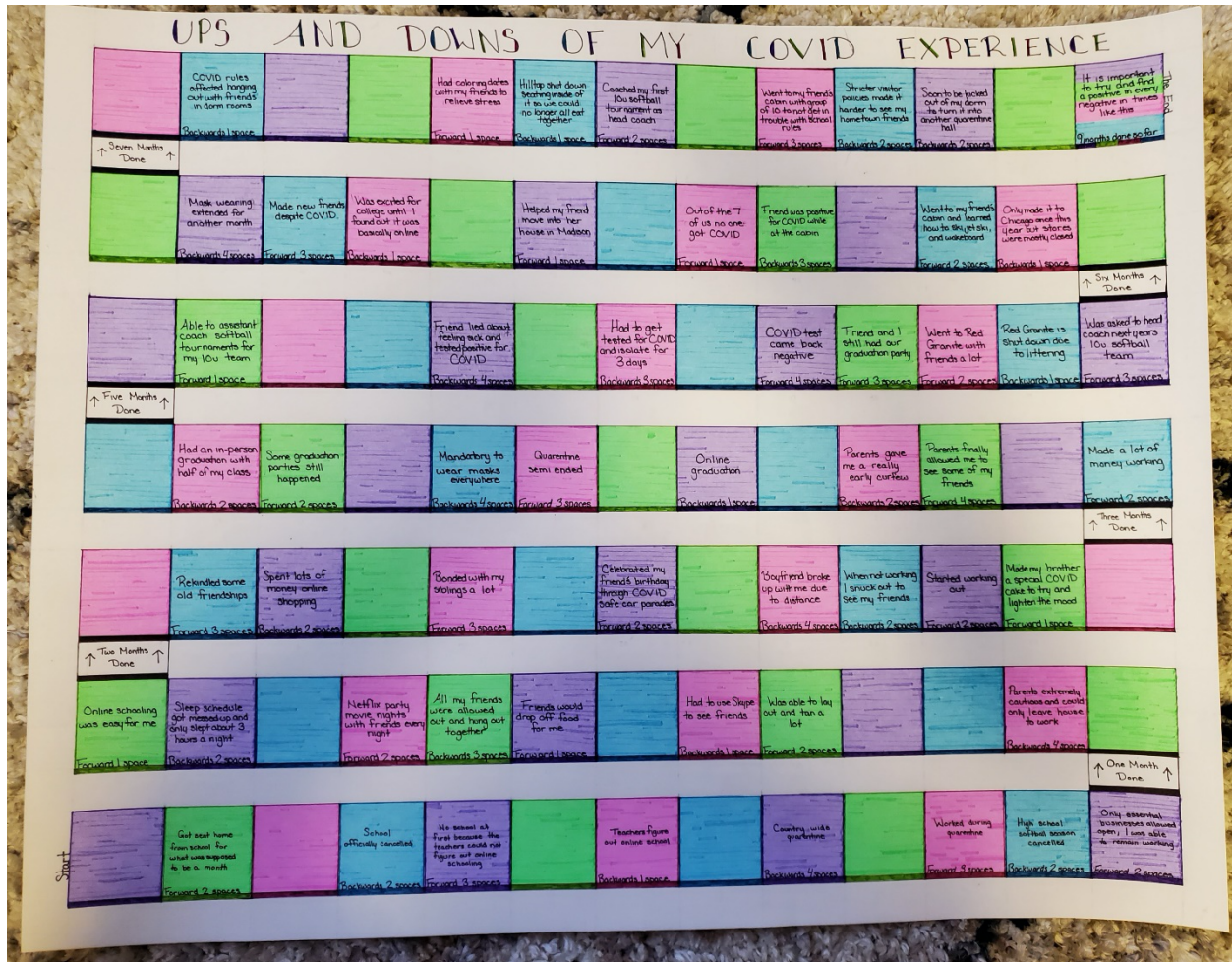
Reflection Paper

For my project I chose to make a board game that shows how I was feeling through out the pandemic and how it affected my life. I choose to make a board game because the minute I saw the option I immediately reflected to my childhood. When I was younger, I would create my own monopoly games for my family to play all the time. Now this time I did not make a monopoly-based game, but I had just as much fun creating it. I also love doing anything creative, so when I saw that I could design, create, and color to create a project I was all in. I was with my cousin when I started this project, and I was trying to think of ideas on how to base this off my own life. I was not doing very well because I kept going on Snapchat or Instagram or talking with my cousin. On snapchat it gives you your memories that you saved from previous years on that same day and that is how I got the idea to base this off my memories. I scrolled through my pictures and looked up anything from the past 9 months and started just typing out my most memorable times. When I was done, I noticed that they were not all exactly good, some were quite sad. I kept those in their because that gives off the most accurate representation of how COVID affected me. By including all of them it allows the player to feel what I felt when they are playing the game and land on each space. When they move backwards, they see that this was not one of my best times or when the move forward they are able to see how this was a good memory for me. I based how far the player moves based on how bad or good the experience was, so if it was really bad, they moved four spaces backwards because in that moment it was a major step back for me. This is the perfect example of a primary source because it is a physical object that someone who experienced this era made and that other people can easily understand to learn about what happened back in 2020.

In the future when history students need to learn about how people felt during COVID than my project is perfect. My project shows my ups and downs of the last 9 months COVID related or not. It will show them that even though yes COVID did suck it did not stop my life completely. Those setbacks just caused me to find new ways to stay connected with my friends and not always think so negatively when something happens. The show I watched over quarantine had a saying “regression to the mean” meaning that life cannot simply be all good or all bad it will all eventually comeback to the middle. This is a good lesson to keep in mind during a time like this and hopefully future students pick back up on that seeing how not

everything may have been as bad as it seems. This will help researchers out in a similar way, by not only indulging on facts and statistics during this time. Not everything looked back upon is numbers, they can be stories to tell what happened and pictures to make it feel as if they were there. Mine is more related to being a story just set up in a different way than normal. This will help the researchers get a feel for the emotions of the people during this time not just the death rates or infected rates. This relates to what we did into class because it will teach future students about one's experiences through a certain time period. They may be able to compare it to someone else's and see that one of us had it worse or one of us had it better. It will show that not everyone had the same experiences throughout this. The written part is what will teach the most about COVID for sure the rest was just to make it look appealing to the eye. That to though could be a learning experience in the sense that it is a handmade board game. As technology develops a lot of games are online and as games develop, they are starting to fade away from board games. I cannot think of the last time I sat down with my family or friends and played a board game. That is perfect though because when they see this in however many years, they can learn about COVID, but they can also learn about a generation's way of connecting with their family or friends.

My Project and Rules



Rules of the Game

Disclaimer- This game is a documentation of my COVID experience in the last nine months. It documents my ups and downs the past nine months, even if they were related to COVID or not, because they were memorable moments in my life or big moments for everybody.

How to Play

1. Everyone rolls the die and whoever rolls the highest number goes first.
2. Person 1 then rolls the die and moves however many spaces they roll.
3. If they land on a blank space that their turn is over.
4. If they land on a space with writing on it. They read it first and the move either forward or backwards depending on what the space says.
5. Once done moving certain spaces according to the board than their turn is over no matter what space they land on.

6. Go through everyone repeating that sequence until someone reaches the last square and wins.