DESIGNER OF THE YEAR APPLICATION ESSAY - Michaela Manfull

This year was my first year of being an editor on my publication's staff. More specifically, the design editor. I was in charge of making sure the whole 48-page paper was templated out, every page was assigned to a designer, and coming up with ideas for and designing the cover of each issue. Even before the school year started, I created the style guide that we would use (and adapt) throughout every edition of the paper. By the end of first semester, I realized that redesigning every template myself every issue was not the most efficient way to go about it, so, with my adviser's help, I created templates I was able to duplicate and put into folders for when we would need them in the future.

As part of my job, I was in charge of the cover. I directed and/or designed all the covers. For one issue, another editor had an idea for the cover that they were excited about, so I helped them execute it. For another, it was the final issue of the paper and we were training next year's editors and seeing what they like to do in the room, so I helped guide a new editor through the cover designing process. For the rest of the covers, I based them off of the InDepth section focus, the editorial focus, or an important story in the paper.

My adviser has always told us we should have what he calls "seventh columns" to break up the text and make things more interactive. This year, I took his ideas and streamlined them, creating both a style guide and multiple examples of how they could be used, all of which were used throughout the year. These helped to make our papers easier to digest and easier to design, especially for the staffers and editors who don't enjoy designing as much.

My philosophy when it comes to design and why I enjoy being the design editor is that my job is to make sure people are actually wanting to read the paper. While we could have the best writers and stories in the world, no one today is going to want to spend more than five seconds on the paper if it doesn't look appealing to them or there isn't something to catch their attention. From designing the cover to finding ways to make every page interesting, I love being able to help other staffers and editors get their stories read by teaching them how to design for their audience.

Every paper, me, the editors, and the staffers all work to make each paper better than the last, whether it's by reminding people of things that were often forgotten or learning that some staffers who avoided designing were actually really good at it. No matter what, it's always satisfying to see how the paper looks in the end, knowing how much work everyone put into it and how much we have improved from one issue to the next.

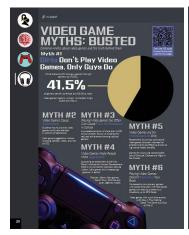
Item 1: InDepth Section Template/Design













View PDFs of the design: <u>Here</u>
See how the design looked in the paper: <u>Here</u>

I templated and helped to design the three spreads of InDepth/feature content for an issue of the paper. The designs were based off of a gamer chat room app called Discord, because the issue explored the effects of gaming on mental health.

Item 2: Infographic Design



View PDFs of the infographic: Here

For the JEA/NSPA Spring National Convention, I designed an infographic focusing on teens and volunteerism using the images and content provided, as well as doing research to give the infographic its full effect.

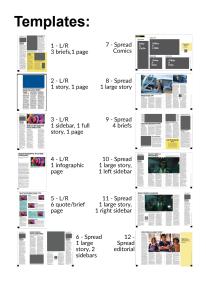
Item 3: Style Guide Design



View PDFs of the style guides: Here

As this year's design editor, I was in charge of making a style guide for the paper that was used throughout the year. I created a style guide for both the overall paper as well as one I created for seventh columns, which are pieces we use to break up the text and visuals across the paper.

Item 4: Templates





Finished Pages (I templated, staffers added content):



View PDFs of the designs: Here

As the design editor, I was also in charge of templating out the entire 48-page paper. I created the templates and the section editors would tell me which templates they wanted where, then the templates are passed onto designers, who fill out the pages more.

Item 5: Cover Design



View PDFs of the design: Here

See how the design looked in the paper: Here

I came up with the idea for this wraparound cover for our March issue, based around March Madness. I helped direct the photography then mocked up a few different versions and created the final one, along with placing all of the logos in the background.