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This year of journalism was my first, and with it being my first, I had to learn a lot. The only instructions I got within my first week were two: get both the dimensions of the graphic and the subject of the graphic correct. That was it. However, over the year, I took personal notes on other details that I had to pay attention to when making a graphic.

It was important to capture the mood of the story, as a graphic should enhance the story, not just make it recognizable what the story will be about. It is one thing to create a graphic that tells a viewer the subject, but it is another to capture if the story will be positive or negative. It took until second semester to repeatedly convey emotion into my graphics, and mainly that change came around when I started to write reviews while creating graphics to go along with them. As I wrote a review, I had fun making the characters in my graphics reflect how I felt about what I was reviewing. When I got positive feedback on my graphics capturing the emotion of the story, I decided to continue making expressive pictures.

Another thing I learned was color. The best part about drawing a graphic from scratch was being able to use any color you want. Graphics can use vibrant colors to reflect the mood of the story, such as red and yellow being meant as something important and having a black and white drawing to convey a serious tone.

Also, the way graphics are colored, shaded, and lined can make your own cohesive style. My own preference was making my own style so that everything I does looks similar but unique. It allows for the graphics made in journalism to have a style, and it feels more professional to have a style than random types of styles in the graphics made by one person.

This work portrays the rising opposing view of Columbus Day, and why the celebration shouldn't be about Columbus, as he isn't someone worth celebrating. In this piece I made sure to depict Christopher Columbus in the light that was brought upon him in the article. I wanted to make him look proud, but capture the many lives he had killed.

This piece was meant to go along with my positive review of *Super Mario Odyssey*, where I wanted to show off my love for the game through the graphic. The review was positive, so I celebrated the game by showing off all the lovable characters and putting the spotlight on Mario and his friend Cappy, the stars of the game.
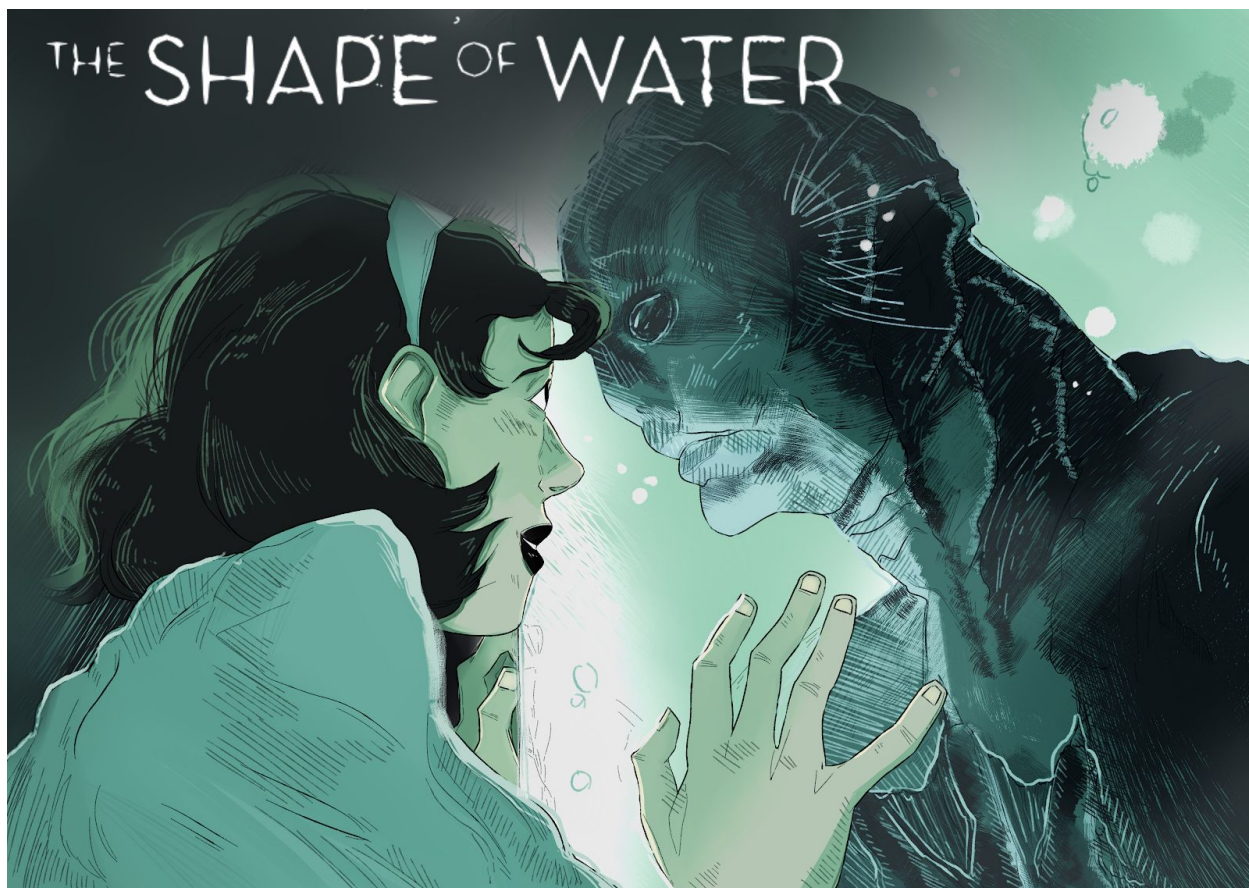
This graphic went hand and hand in with a *The Shape of Water* review I was assigned to do the graphic for. I was in love with the promotional material and wanted to capture the love and wonder the both main characters had for one another, so I recreated it for this graphic. I made sure to blur out the background so the focus was on the tension between the two main leads.

This graphic went along with my season two recap of *13 Reasons Why*. I wanted to convey my disgust and utter disappointment of the show through my persona, and accomplished a parody of the marketing material. The main focus was to accompany my review of how this season was more disappointing than the last, and I learned being expressive of your opinion through a drawing of who is writing the article can enhance it.

This graphic I made went along with my review of *Harry Potter: Hogwarts Mystery* to convey my utter distaste of the app. It captures my main dislike of the game, centering around energy, through an overload of energy throughout the graphic. It also stars an upset me who has to deal with the major issue of energy when playing the app.