

PROJECT EVALUATION

My work explores the world of digital memories, influenced by design styles of the early 2000s I made my work to show ghosts roaming memories in my photography with foreign places webbed together by a sense of the unknown. These images feel personal but completely alien at the same time. My multimedia outcome shares the same idea, while not being completely the same visually I think it better represents how in the modern age, we rely on technology to keep our memories for us. We entrust corporations and businesses to hold our personal memories with no doubt about the future of where they could end up. My work is to show how if we trust social medias and for-profit organisations to hold our memories for us, what will we become? Will we remember any of our own memories? And most importantly, what happens when that corporation falls. All the safe memories that people have put out into these digital spaces will disappear in a flash, with no warning, no way of getting them back. That is why I have decided to corrupt my own video, including my own memories that I have recorded over the years and more recent ones too, making it more personal to me, because I know the context of these videos. I used a 2008 digital camera so that the recording of the video and audio would be crunchier and low resolution, to fit the theme of older memories.

I think overall I have shown what I was hoping to well, I have made my multimedia video with intentional corruption, while keeping the audio clean, with background noises from the video. I have made my set of images on the same theme and aesthetics, being grainy and ghostly.