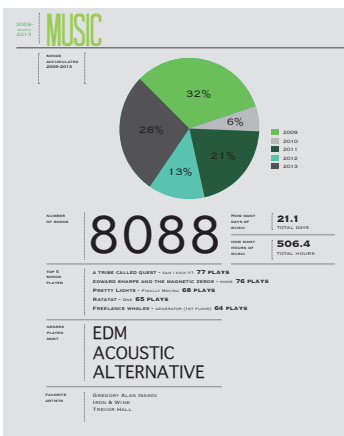


EXAMPLES: SKYLER HESTNES; LAUREN KIND; BRYAN ASCHENBRENNER.



- Is it trivial? That's OK.
- SONGS PLAYED MOST
- FRIENDS MADE
- EVENTS ATTENDED
- NEW DISCOVERIES
- FAV ICE CREAM FLAVORS
- CLASSES TAKEN
- TIMES OF CLASSES
- PAPERS WRITTEN
- MILES DRIVEN
- TEXTS SENT
- FACEBOOK POSTS
- POSTS WITH MOST LIKES
- TWEETS
- HASHTAGS USED MOST
- PINS
- CONCERTS ATTENDED
- VENUES ATTENDED
- GAMES PLAYED
- TIMES SNOWBOARDING
- HOURS WORKED
- JOBS HAD
- MAJOR PURCHASES
- RESTAURANTS FREQUENTED
- YOUR AGE: YRS/MIN/SECONDS
- MILES RUN
- AVERAGE TEMPERATURE
- NUMBER OF PHOTOS TAKEN
- BOOKS READ
- MOVIES SEEN
- MUSEUMS VISITED
- AIRPORTS VISITED
- CITIES/STATES/COUNTRIES
- MODES OF TRANSPORTATION
- MOODS
- FOOD EATEN MOST
- WHAT YOU ORDER MOST
- FOOD TRIED FOR THE FIRST TIME
- MEMBERS OF YOUR FAMILY
- NUMBER OF COUSINS
- AGES OF FAMILY MEMBERS
- LENGTH OF RELATIONSHIPS
- NAMES OF PETS
- CHILDHOOD DREAMS

For this assignment, you are asked to create a visual report documenting your own personal experience. This assignment is directly inspired by the annual reports of Nicholas Felton (feltron.com). Look at them closely, and make your own.

RULES:

1. The report will consist of two related 10" x 16" layouts, which will allow you to print on 11" x 17" sheets of paper and cut for bleeds. Whether these layouts are used in portrait or landscape orientation is up to you. You may conceive of them as two sides of the same poster or compositions that are meant to be presented next to each other. "Title" information should appear in one place only.
2. Let the information you gather dictate the time period covered, whether it's a day, a week, a month, a year, or (possibly) a lifetime. See the list for ideas of information to gather.
3. Besides the work of Felton, be sure to do some research into the rich subject of information graphics. Charts. Graphs. Maps. Lists. You can start with the links on my website. Also look at Felton's F.A.Q. page for resources.
4. For historical perspective, have a look at the chapter about annual reports in your Design II textbook, which can be found on pages 294-297.
5. Use InDesign.
6. You may use photos. They should probably be your own and of good quality.
7. Each project will be unique, as each of you are unique.
8. Good typography is *the main consideration* here.
9. Establish a strong color scheme.
10. Having a hard time collecting information? Computer applications and social media sites are great resources because they record information whenever you use them.
11. Please flush mount with a label on the back.
12. Don't forget your process book.
13. Refer to schedule online for due & critique dates.

And a million other things that are unique to you.