

**Project Title:** Graphic Design: “Spider-Math” Game Cover Design

**Course:** MIT 511: Multimedia Design & Development

<b>Project Annotation</b>	
<b>Context &amp; Conditions</b>	This design was constructed in MIT 511: Multimedia Design & Development under the direction of Dr. Florence Martin in Fall 2007. The purpose of the assignment was to develop a graphic design based on a real or hypothetical video game. I chose to create a cover for a fictitious game called “Spidermath.”
<b>Scope</b>	I designed my game cover attending to other principles of design such as the use of perspective, contrast, clarity, color, repetition, layout, motivation, realism and technical usability. The print design was developed using Adobe Fireworks, my first true graphic design using layering, image altering and other more advanced features of graphic design software.
<b>Role</b>	I served as both designer and developer for this project. In order to complete it within the allotted time, I also served as my own project manager.
<b>Reflection</b>	<p>I was quite pleased with the product of my design, although it will never be truly used in the real world. This experience opened my eyes to the world of graphic design and, since this assignment, I have enjoyed discovering new features of Adobe Fireworks that I have used in recent projects.</p> <p>One issue that could arise is copyright and ownership of the images used in my design. I started the process by gather images from the Web (Google image search); I’m sure I violated a number of copyright laws in copying and deconstructing these images without concern for legal issues. If I had been designing for any other reason than my own learning, I would have attended to this issue. I also wouldn’t have used the heavily copyrighted Spiderman as my subject. I did, however, add the Marvel logo in an attempt to solve this problem. In the scope of this course, this project was our time to “play.”</p>