

My Labor Day Media Interactions

by Sarah Kwan

Labor Day, Monday, was a day of restfulness and friends for me, so of course we spent it around food, each other and nonsensical media that we could enjoy and laugh over together.

Around 3:00pm: Nintendo Land.

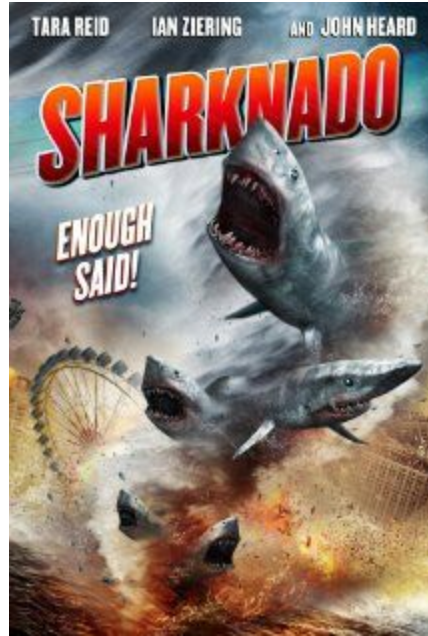
I play this with friends for about two and a half hours. As a player, I interact with the console as well as my teammates and the people watching us play in the room. I think the intent of the game was for us to just have fun in a community-play sort of way, which it did accomplish.



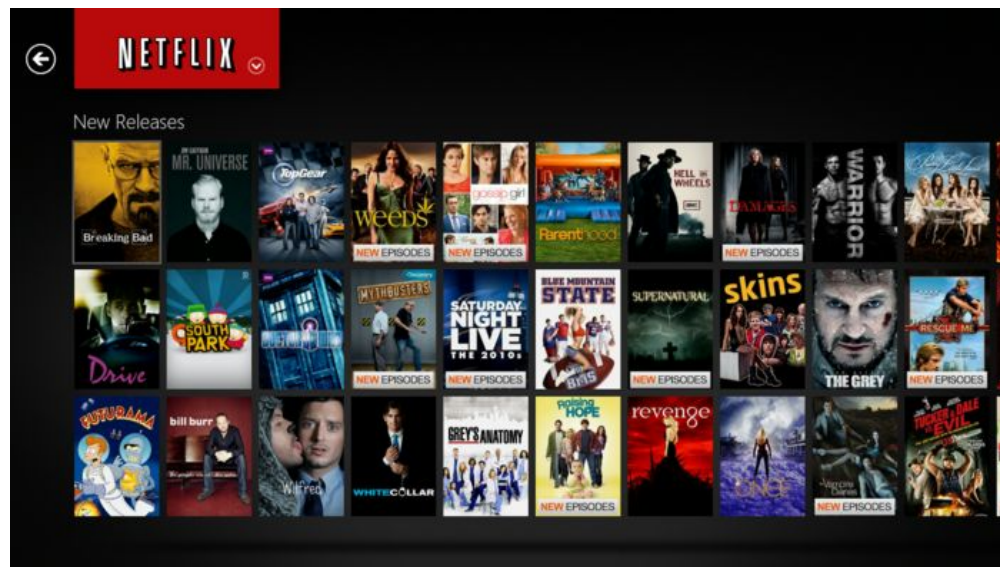
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Around 5:30pm: Touring Netflix for movies to occupy us, and end up watching Sharknado. Seriously enough said.

The best thing about watching this low budget movie was that my friends and I made commentary about the illogic in many parts of this movie, the poor CGI and acting, and so on. It was a great tool that allowed us to interact with one another in this super casual, laughter-invoking way.



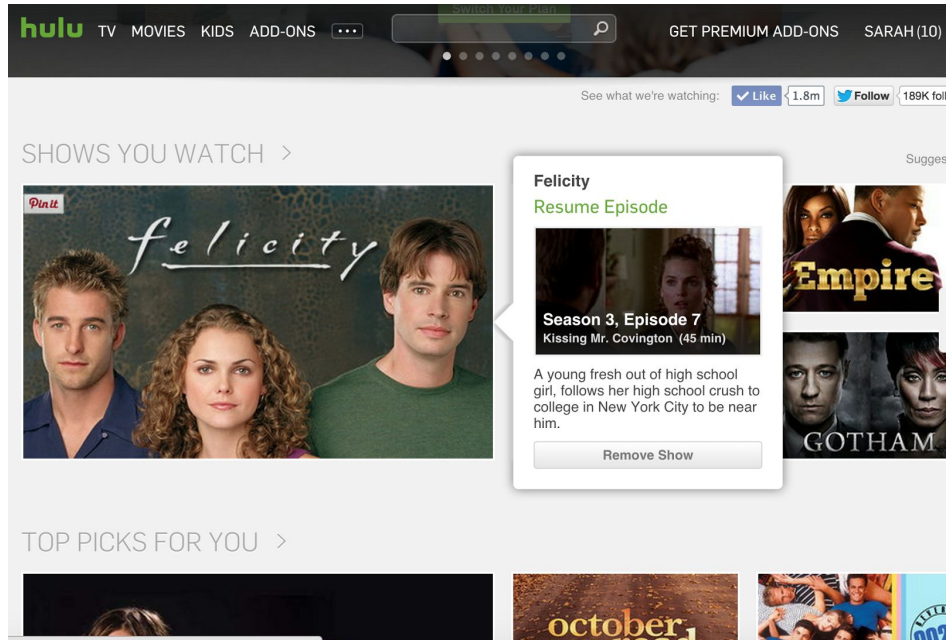
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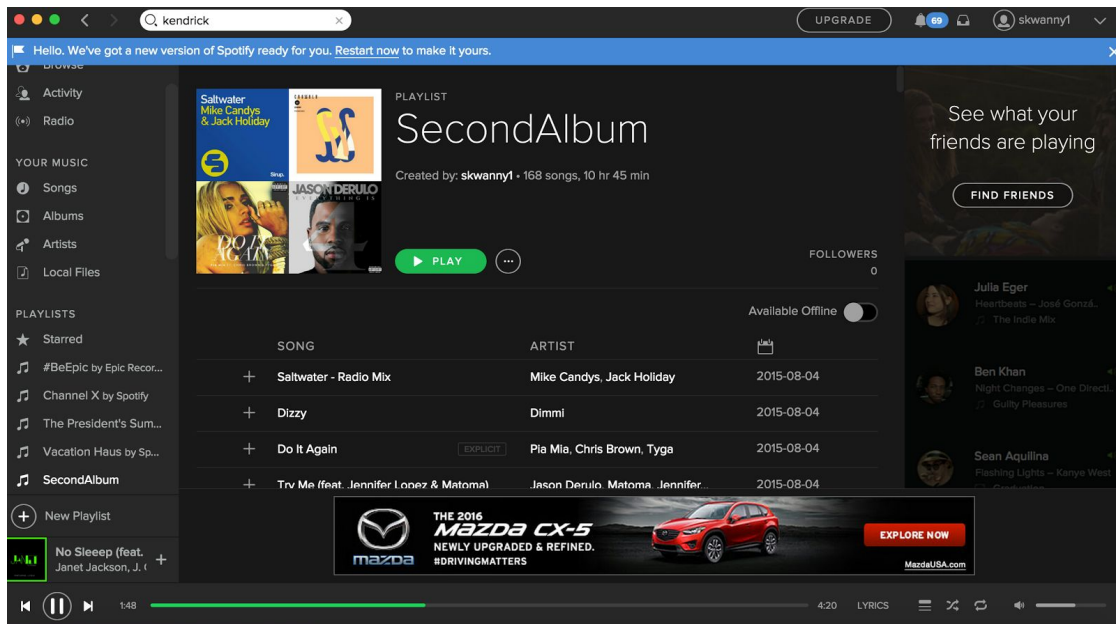
Around 6:30pm: “Felicity”

I get home and now when I’m alone, I spend some time watching a tv show on Hulu called “Felicity.” Not much way to interact with this media except to watch it, and engage my emotions into it. The intended effect of this piece of media was probably to make viewers addicted to the show.



Around 10:30pm: Spotify!

As I start to finish up the rest of my homework I have left for the weekend, I start up a nice playlist on Spotify and listen it all in- the music, the messages in the music, the advertisements for services and products and upcoming movies, and so on. I engage with the media in the way I take in the music and let it affect me. The intended effect of Spotify and its music interface is to make music listeners feel satisfied and purchase Spotify premium, I'm guessing.



Reflections

Today being a very relaxed day in which I mostly spent time at my friends' house and among friends, I don't think I came across the sort of media that someone might pass by during a normal business day, while walking past advertisements in a bus stop on the way to class or seeing a piece of media promotion on a blimp and so on. All the media that I encountered today is media that I am very used to and typically enjoy and seek out. I think without the media that I interacted today, my friends and I could have been still satisfied with each other's company or even perhaps gone outside to play sports or some sort of game. The effect of media on our relationships was also a positive one since it allowed for a lot of people to be able to have fun with one another in a looser setting. I could see the detriment to being sucked into the media and revolving almost all social interactions around media-based activities though, such as looking over the more important aspects of relationships and friendships that need to be developed outside watching movies, playing video games and so on.