The Thrill of Challenges

Weekly Report 1/22/18 to 1/28/18

I believe that my original work has helped me develop an addiction. However, it is an addiction to challenge myself and think of new ideas and projects to work with. My original work played a large part into the development of this because I realized that I could still manage my schoolwork while still maintaining the amount of time I wanted to work on my project.

With this in mind, I have developed an addiction to create something that challenge myself and push myself to the next level. Without a project like my original work, I have more time than ever but nothing exciting to fill it. So, I spent a majority of this week thinking of ideas for my final product as well as any other project I could undertake.

I believe that the hardest aspect of a project comes in the development of the idea. Earth has been inhabited by humans for millennia, humans that each have had numerous amounts of ideas to innovate the world. As a result, it may look like all ideas have been taken, but in reality, you just have to look in the right place with the right frame of reference.

The reason why I still believe this process to be the hardest aspect of creating something amazing, however, is because it is both time consuming yet mentally difficult to step out of the shell that is your reality and enter a mentality full of abstract thoughts ready to be weaved together in a variety of ways. Although difficult, I also believe creating an idea is like any other skill that someone possess, becoming easier over time as a person accumulates more practice.

This is why I believe that ISM has been crucial to the beginning of the development of a better version of myself. I am thinking independently from a traditional classroom environment of taking tests to pursing things that I alone can come up with and create. In this sense, ISM has

helped me	become a	more profes	sional capa	ble of using	my knowle	dge to cre	ate idea	as to
innovate th	ne world.							

Until next week,

Sahil Jain