



## **Designer's Statement:**

In this visualization, I hope to remark on the nature of communal learning and development in 1970s communist China. The first four items depict children playing tug-of-war, a competitive exercise but also a communal one. The children's hard work and smiling faces echo the other depictions of children available in the Reg Murphy collection. The final four items also portray communal learning but this time with adults as the focus. And, while the children are engaged in a quaint game of tug-of-war, the adults here are working at serious and advanced endeavors in business and medicine. With this arrangement of items, I intend to suggest that communal learning is not at odds with growth and development in a liberalizing 1970s China. In fact, they may go hand in hand.

I've attempted to keep this visual essay balanced and uncluttered, according to David Staley's recommendations. I also hoped to make expressive use of the gutters between items. In this visual essay, the fourth gutter—the larger one—is intended to symbolize the individualistic competition that can emerge during adolescence. One thing that I might like to change about my work is the tug-of-war items. I was enamored with the sense of progression in those particular images so I chose to include four of them. A more logical choice may have been to include four images of different communal activities, like playing tug-of-war, playing basketball, watering the class garden, and dancing.

Bridget Dix