Pathway to Daca and Loteria Remediation

For my first remediation, I chose to do a map on Google maps, and I named it Pathway to DACA. In my map, I included the different steps and requirements needed if one were to go through the DACA application process. In my map, I decided to have the starting location at the College of Charleston and the ending location be at the USCIS application support center in Sam Rittenburg, so in my map, I included the actual direction to get to each place. The reason I chose a map is because I like the connection between how all DACA recipients move from one place to another, and how a map helps you get from one place to another.

Link to map- https://www.google.com/maps/d/embed?mid=1v5neUAB22Tq02hT30M4VpabozYbgJkFi&hl=e
For my second remediation, I chose the Latin American game, Loteria. I made an example of a playing card and the symbols cards that would go along with it. The game has the same concept as bingo, where players attempt to match the symbol given by a game master to their own individual Loteria cards. The main difference between American and Latin American bingo is that American bingo is in English and the symbols are typically numbers, while Loteria is in Spanish and uses pictures and random objects as their symbols. For my symbols, I chose both abstract ideas and real resources one would need to get legal documentation in the US. Some of the symbols are the law, an attorney, the American dream, students, the border, and immigration. I chose Loteria because it is a very famous game in Latin America, so I wanted to make that cultural connection between my remediation and Latino immigrants.
The exigence for my first remediation, Pathway to DACA is the application process given by the United States Citizenship and Immigration Services to determine if one is eligible or not for the Deferred Action for Childhood Arrivals. This same process is also for people who already are DACA recipients but would like to reapply for the executive order. Many view this process as very severe and tenuous, since if one is eligible one has to complete the process all over again every two years, and that includes the $495 application fee. For my second remediation, Loteria, the exigence is all of the resources and abstract ideas involved with trying to get legal documentation in the United States. A lot of resources, hope, and determination go into trying to get the proper paperwork to stay in the United States. Whether it be an immigration attorney, a sponsor, or funds, lots of things are necessary to try and get documentation. This documentation many times is not even a guarantee, as many people get rejected.

For my Pathway to DACA, I would say my audience is anyone interested in applying, or reapplying, to the program. Also, I would say my audience could be anyone interested in all the
different steps and requirements that are necessary for applying to DACA. This is relevant to my audience because in the speech I chose, President Obama stated the executive order of DACA and although he mentioned who would be able to apply, he did list out all paperwork that would be needed to fulfill the requirements of the process. For my Loteria, I would say my main audience would be people in DACA recipients from Latin America. I would also include Latin American immigrants in general as my audience. This is because Loteria is a popular game known primarily in Latin America and 94% of all DACA recipients are from Latin America (Lopez). For that reason, I decided to make a cultural connection between my remediation and President Obama’s speech.

One constraint I ran into while making Pathway to DACA is that the creation of the map is very tedious work. I had to find each location for my map and make sure it was in the right direction of where I wanted it to go. Also, Google’s map program does not allow for actual direction to be placed when you have written something in the location’s notes. This meant that when I filled out all my information for the DACA application, I was not able to add the actual direction for each stop. To combat this, I had to screenshot the real directions and add them as pictures to each location to make my map more real and usable. For Loteria, my biggest constraint was the audience that my game would reach. Loteria itself is niche to Latin America, so I found it unlikely that many people would have heard of it. I did not want to limit my audience because I know that not all immigrants are from Latin America and not everyone speaks Spanish. To get around the constraint I provided a translation of the word in English
along with Spanish, and when I introduced my game I compared it to Bingo, a game that would be more familiar to a North American audience.

For the map, I knew that there were multiple steps in the DACA application process, so I decided to just convert those steps into “pit stops” on my map. The steps, or pit stops, on my map were eligibility, seeking legal advice, gathering documents, collecting application fees, filling out an application, creating a cover letter, sending an application, attending a biometric meeting, waiting for approval, and being approved or denied from DACA. For all of my stops, I found the actual direction to each one so that map could really be a usable map. I also tried to make the formatting as close as possible to Google Maps, because I know that is a popular site used when getting directions. For Loteria, I designed a playing card and the individual cards using Canva. In Obama’s speech, he talks a lot about immigration reform. As someone who is a first-generation immigrant and whose whole family immigrated from Latin America, I was familiar with the different resources and beliefs people have when trying to get legal documentation. I used this knowledge and decided to turn those resources and ideas into symbols for my game.

I believe the strongest aspect of Map is that the information provided is broken up into steps, so it is easier to digest by the reader. I found that trying to read the actual application for DACA could be overwhelming for some, so it is helpful when it is laid out on a step-by-step basis. I was also satisfied with the look and interactive nature of the map. It is a real map that someone could pull up and follow on their phone if they choose to do so. If I could improve something, it would be the layout of everything written under each location on the map. Due to
Google's program, I did not have a lot of freedom to edit and change the format of what I put under the location. The best aspect of my Loteria would be the relatability to the immigrant experience, particularly those from Latin America. I feel like those who went through something of that nature would enjoy the game because of the familiarity of the symbols I used, but also the game of Loteria itself. If I could improve something, I would have expanded my game and created more symbols and multiple playing cards so that it would be possible to play the game. Also, an important part of the real Loteria is the hand-drawn symbols in the game, which is something my version did not include.

Work Cited