My mother tried to raise her children so that they become productive members of society, but she never believed in spoiling her children. She felt the necessity to plan my future. When I graduated from high school, I was sent to the medical school. Although playing with these toys and attending medical school were against my wishes, they enabled me to discover my passion for design and computers. Growing up, I was not given dolls or other toys most little girls dream of; instead I received sets of hospital toys. To fulfill my need for real dolls, I turned to my creative side. I collected dry corn or millet stems and tied them together to create dolls shaped like a cross. I was engrossed with my new playthings. I designed my dollhouse using empty boxes and I cut pieces of metal sheet found around our house to create the furniture. In addition to this early form of design I took up drawing. My mother planned a medical future for me, but my interest was working in a field where I could exercise my creative talents. This may seem like a typical family tension, but in my culture children simply do not disobey their parents. I did what my mother wanted me to do—I went to medical school. However, instead of gaining an interest in medicine, I discovered there my second passion: computers. My sudden interest in software and my passion for design left me confused about my future vocation. Coming to the United States marked the starting point in my choice of a field of study. I understood that having skills and a creative mind are not enough to make me a great designer. I needed the background, knowledge of the design elements, and a good understanding of its purpose in order to communicate and transmit my ideas in a comprehensive manner. My mother’s plans did not turn out as she had wished, but I know in her heart she is proud that I chose my own path. My goal is to start a design studio in my country, but before that I am determined to gain the knowledge and experience I will need to succeed. I intend to provide promotional and advertising opportunities to fledgling artists and business owners in Niger, where graphic art is essentially non-existent.