

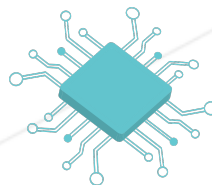


Project Editing

Be the Assistance you Want at 42

Kai kai@42.us.org

Summary: Thank you for joining us as a project editor! We need you to help those project authors go the extra mile and make sure that their content is in tip top shape.



HACK
HIGH
SCHOOL



This work is licensed under a [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](https://creativecommons.org/licenses/by-nc-sa/4.0/).

Contents

I	Your Role	2
I.1	Be the Student!	2
I.2	Be the Author!	2
II	The Ideal Finished Product	4
II.1	Follow the Template	4
II.2	Production Value	4
III	Evaluating your Work	5

Chapter I

Your Role

I.1 Be the Student!

Your job is to resolve any problems or deficiencies in a project before it goes before the eyes of our "customers", the HackHighSchool students.

You should to complete the entire project yourself, write all the code that the kids will write.

Keep a time log of how many hours you spend doing the project from a student's perspective. * A H2S T1 project should be calibrated to take about 16 hours of effort, by children who are presumably less skilled than you. * A H2S T2 project can take twice as much as that.

These are aimed shorter than the difficulty level of 42 projects, so you will receive 40% credit just for finishing them as a student.

I.2 Be the Author!

If you find significant issues or deficiencies while doing the project, then you're in luck! You can fix them and earn potentially the other 60% of the total T1 or T2 credit.

Your contributions could include efforts such as:

- Translate into 42 PDF formatting (LaTeX) the entire PDF. (20 pts)
- Translate into proper scale formatting (YAML) the grading scale. (5 pts)
- Write an entire grading scale where there was none before. (20 pts)
- Point out the places in which this project does not match the H2S project template, and make some changes to fill in these gaps. (5-10 pts)
- Point out places where the logic of the tutorial falls apart and the author has made a false statement; correct the problem. (5 pts)

- Identify the problem that the scope of this project is much too large (taking 30+ hours of your time to complete), and work with the author to neatly break up the project into digestible pieces. (10 pts)
- Add a filechecker script to help the students check if they are on the right track. (15-20 pts)
- Add another section explaining a concept that you think is important for this project but is not addressed in the PDF. (15 pts)

Chapter II

The Ideal Finished Product

II.1 Follow the Template

A HackHighSchool project should be much more supportive than a typical 42 project that you are used to. It goes like this:

(1) Introduction, funny and serious parts (2) Explain a concept. After explaining it, show an example of code that makes use of this concept. Offer some links for more reference material on this concept, especially the official documentation. Then, give a micro coding challenge to ask the student to use this concept in code. (3) Another concept: Explanation, Example, Resources, Challenge (4) Another concept: all the same parts, again.. up to 7 concepts for a T1 or 7 to 12 concepts for a T2. (5) Now there will be a larger coding challenge, that makes use of all the concepts we worked through above. This is the main project and it has a mandatory part and a bonus part.

II.2 Production Value

We want our PDFs to look nice, so this is a wonderful opportunity for you and the author to learn LaTeX, the typesetting markup language. The end result should be a formatted PDF with a good quality grading scale. Screenshots can add a lot to the appeal of a PDF, and typos or grammatical errors take away from it. Humor is a good touch. Cryptic wording is not. Think like a confused teenager and make sure the PDF comes across as lighthearted and friendly!

Reference the Project Authorship PDF for a more complete set of instructions.

Chapter III

Evaluating your Work

Turn in to Vogsphere all of the following:

- A folder titled "before" which contains the versions of the project PDF and scale that you received at the start of your editing role.
- A folder titled "completion" which contains the fruits of your labor as a student, that is, a completed version of the project showing that you went through the student's experience of completing it.
- A folder titled "after" which contains an updated version of the project PDF and scale, if you made any changes.
- A folder titled "notes" which contains text documents explaining (1) how long it took you to complete the first runthrough of the project, in hours; (2) notes on what issues you found; and (3) notes on which issues you fixed. (If both you and the project author made improvements to the project during this process, assign credit judiciously.)