

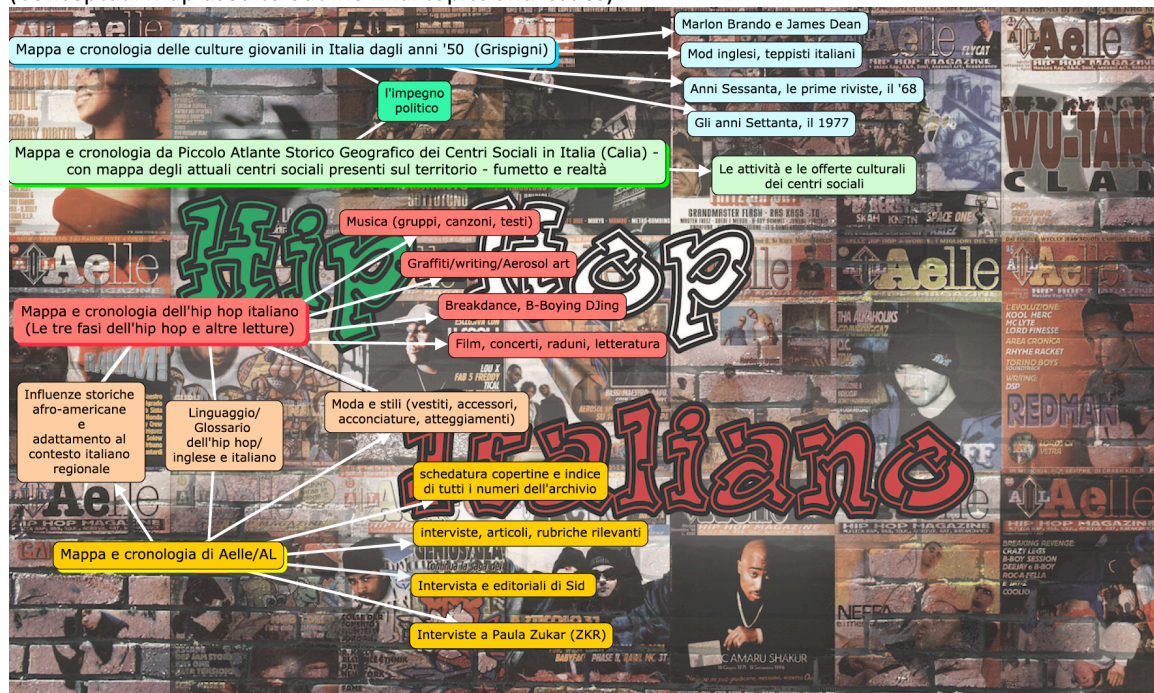
Final Media Project using Esri Story map ArcGIS

(35% of total grade)

For the final two weeks of the semester you will work in groups that will bring to fruition the work we have conducted throughout the course. Using the technology afforded by Esri Story map ArcGIS, you will create digital projects to trace the history of Italian youth and music subcultures, like “centri sociali” and hip hop groups, in space and time across the Italian peninsula. Your projects will contribute to build the Italian hip hop digital project began with the student-created site <http://godfathersofhiphop.weebly.com> and expand it to include the material studied in class.

1. **Choose your working group based on the topic that interested you the most this semester:**
 - a. Youth cultures since the 1950s (following Grisigni’s analysis and chronology).
 - b. Centri sociali (autonomous, occupied, youth social centers, as presented in the graphic novel *Piccolo Atlante Storico Geografico dei Centri Sociali* by Claudio Calia).
 - c. Italian hip hop since the 1990s (drawing from the bibliography we have explored, including Federico Capone’s chapter on “The three phases of Italian Hip Hop”).
 - d. Italian and international hip hop as presented in the Italian underground magazine *Aelle/AL* (1995-2001) available in the University Library’s Special Collections.

(Conceptual Map used to outline final topics and issues)



2. **Create a group account and choose the template of Esri Story map ArcGIS** (tour or journal: <https://storymaps.arcgis.com/en/>) that better suits your project and how you want to present the information you are collecting and curating.
3. **Research your topic, select and curate the information you want to present on your digital map** (Provide relevant information on the topic, artists, songs or issues at hand. If working with the *Aelle/AL* archive indicate the number, month and year of the articles you selected. Make sure you include images of the artists, albums, covers and pages of the magazines consulted, as well as videos of the songs, or links of the sites and centri, you want to feature).
4. **Build your story map with Esri's ArcGIS deciding in what chronological and geographical order to display the material on the site.** (Remember that your design decisions have consequences on the meaning you want to convey and on how the information is received and processed by your audience)
5. **Provide the curated information in Italian and English.** Since the goals of the course include the incremental development of your intermediate-mid to advanced-low proficiency in Italian (in reading, writing, listening, speaking and cultural competency), you are not expected to produce a 'superior' or 'native' level Italian. In other words, traces of your own language learning will appear in your projects as part of the ongoing process of foreign language acquisition.
6. **Be prepared to present your story map in front of an audience in a showcase on finals' week.**

Selected (Cited) Bibliography

Aelle/AL magazine (1995-2001) available in the University Library's [Special Collections](#).

Calia, Claudio. *Piccolo Atlante Storico Geografico dei Centri Sociali Italiani*. Padova: Becco Giallo, 2014.

Capone, Federico. "Le tre fasi dell'hip hop italiano." *Hip Hop, Reggae, Dance, Electronica*. Viterbo: Nuovi Equilibri, 2004. 15-25.

Marco Grispigni, "La nascita delle culture giovanili in Italia." *Ragazzi senza tempo: Immagini, Musica, Conflitti delle culture giovanili*, ed. Massimo Canevacci. Genova: Costa & Nolan, 1993. 17-64.