Developing **Digital Project Assignments** Kylie Burnham, Digital Media Specialist Kaylen Dwyer, Digital Humanities Librarian

Digital Scholarship Department

- Digital project consultations
- Course collaborations
- Digital design studio
 - Media equipment
 - Recording room
 - o 3D printing
 - Large format printing
- Listserv: <u>dh@elist.tufts.edu</u>





Digital project assignments

Course objectives

Scaffolding

Assessment

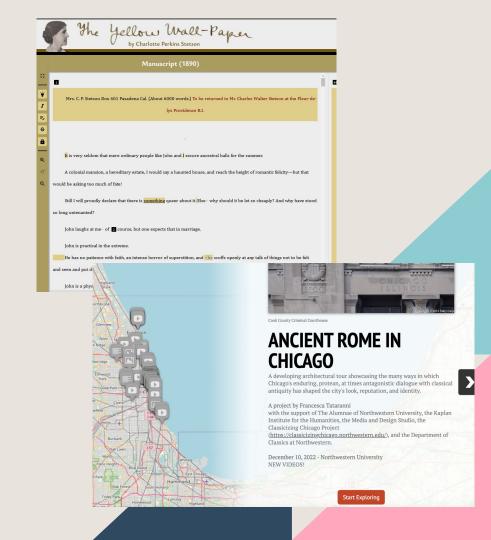
Digital Project Assignments

Digital Project Assignments

- Creative and project-based learning
- Collaborative, exploratory
- Critical approaches to the intersection of technology and subject matter
- Requires balancing course objectives, technical skills, and time to complete a project

Digital Project Assignments

- Archives & collections
- Digital exhibits, essays, timelines
- GIS/Mapping
- Text analysis, visualization
- Podcasting
- Video essay
- Infographics
- Creative code projects
- More...



Project Examples

- Harlem Echoes / Claude McKay's Early Poetry
- Read My Lips: Queer Protest Art and Ephemera
- Hacking the Humanities Final Projects
- <u>DDS Course Collaboration Examples</u> (Video, Audio, and Storymaps)
- Field Project Reports
- MyTern Conversations

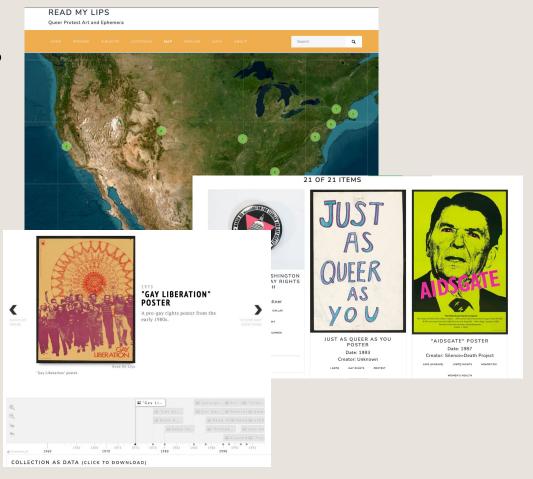
How did they make that?

What it is: A collection of primary sources and contextual essays.

What you'd need: Digitized primary source documents, metadata, software/platform, web host

What you'd need to know: Metadata, GitHub, markdown, working with files

What do your students need to know?



Read My Lips: Queer Protest Art and Ephemera

Course objectives

Course Objectives

- Why are you doing a digital project?
- How does the assignment contribute to the class?
- Do you want them to learn the technology?
- Does the technology detract from the course?
- Does critical engagement with the technology or methods enhance the course?

How the library can collaborate

- Course design
- Instruction sessions
- Training in tools, methods, and critical approaches
- Student support
- Resources depending on project

Discussion

What are ways digital media projects intersect with your classes?

Scaffolding Digital Projects

Scaffolding and Play

"We consider scaffolding and play as different ways to structure learning that may be blended and balanced depending on course goals.

While extensive scaffolding may close down opportunities for play, more often scaffolding prioritizes where play and learning takes place."

Tracy & Massa Hoiem, Scaffolding and Play Approaches to
 Digital Humanities Pedagogy

Scaffolding and Play

- Even highly structured assignments need room for play, technology failure, troubleshooting
- "Messy" final products, as people are learning (and failing)
- Scaffolding creates opportunities for play by managing student anxiety

Keep in mind

- Learning technology takes time, even for so-called "digital natives" — are they native to this technology? Do they have a critical framework for this context?
- In-class time for technical training and work time can make all the difference
- Ensure under-resourced and non-traditional students will have access to the time and technology to complete what is asked

Scoping the project

- Size of the project: Module, Final, Collaborative
- Selecting a specific platform instead of letting students pick from "everything" is helpful
 - Allows you to better integrate the digital with focused trainings and examples
 - Minimizes student anxiety; helps students critically engage
 - Have an analog/physical option
 - Can leave open-ended for students who already know other mediums
- What do students need to know? Technically, critically
- Setting clear expectations

Scaffolding

Digital outcomes should be scaffolded, just like other course content to avoid retrofitting, but develop with the digital project in mind from the start

- Use digital projects as assigned readings throughout the course and discuss them critically
- Include technical training sessions, can be micro-learning
- Project proposals include consideration of technical approach as well as topic
- Digital draft submitted (e.g., wireframes, storyboard, script, collection of files, or rough web project)



Assessment considerations

- What are you attempting to assess? Are you assessing what you want them to know?
- Grading *process*, not product
- Managing student anxiety, unfamiliarity, failure
- Rubrics, making specific needs clear

Process papers, presentations

- Helps evaluate student, solidifies student learning
- Possibilities
 - Methodology
 - Argumentation and analysis
 - Project evaluation
 - Findings and conclusions
 - Reflection on experience and process
 - Learning from failure

Resources

https://go.tufts.edu/digital_assignments_25

Discussion