**From:**Jacob Greene <[jwgreen5@asu.edu](mailto:jwgreen5@asu.edu)>  
**Date:**Thursday, November 29, 2018 at 3:29 PM  
**To:**Laurie Ellen Gries <[legries@Colorado.EDU](mailto:legries@Colorado.EDU)>, Aaron Beveridge <[aaronbev79@gmail.com](mailto:aaronbev79@gmail.com)>  
**Cc:**Blake Hallinan <[blake.hallinan@Colorado.EDU](mailto:blake.hallinan@Colorado.EDU)>  
**Subject:**Re: Update on Doing Visual Studies Collection

Hey Laurie, Blake, and Aaron,

Here are the revisions for my DVS chapter. Based on the peer reviewer suggestions, I made the following changes to the chapter (created in track changes for your approval):

* Added
* a reference on p. 2 to Frank Farmer’s book on counterpublics, specifically his use of the term “bricoleur” to describe counterpublic design tactics

* Created
* a stronger link between first and third sections by incorporating more of Edward’s typology into the design choices I describe for my own AR overlay

* Modified
* instructions for accessing HP Reveal based on software updates

* Other
* minor changes to improve stylistic clarity

Also, here are a few other changes that Aaron will need to make to the webtext:

* Change
* title on slide card to “Remixing Obama Hope: Generating Counterpublic Rhetorics with Mobile Augmented Reality”

* Add a
* link to the scripts for each audio overlay next to corresponding figure (scripts in attachment)

* I’m sending
* new figure 3 and figure 10 to replace the current images

I didn’t get around to creating the “scroll over” feature for the augmentations because I remembered that the AR overlays all have sound and that this would lose the effect. I suppose we could embed a sound file next to the image to simulate the effect, but that seems to defeat the purpose of the AR component of the chapter. I’ve checked everything again on HP Reveal and it’s all working great. However, if the editors are adamant that we need to create a version that doesn’t rely on third-party software, I would suggest just adding a simple video documentation of the AR feature because simulating it in HTML/CSS seems like it would just confuse the reader about what AR technology is and how it works through mobile devices.

Let me know if you have any other suggestions about documenting the AR component and/or if I need to take another stab at these revisions.

Best,

Jake