Finishing the Course

e249 | SP19 | Electronic Literature | Jason Loan

Your Work

Part 1

What would you still like to learn/do? In finishing up the quarter, your work is to decide on a final project.

Possible projects could include:

- returning to a previous project to make substantive revisions to the current draft;
- drafting an entirely new work in one of the genres we've already worked in;
- attempt to draft a project in a genre of eliterature that we haven't experimented with yet.

Possible projects are not limited to these options. I am open to any project variation that extends from an intersection of your personal learning outcomes and the outcomes of the course.

Part 2

Assemble all your projects into a final portfolio.

The design of these is realtively straight-forward.

For each project: Link to the final version of the project. For each project draft an artist's statement.

You have a few options for publishing this colection of your work.

- Publish it within the context of your research log.
- 2. Publish you works as part of a public profile on a site like itch.io or other sharing platform.

Part 3 (Optional)

Looking ahead to Spring 2020

I will be teaching this class again in the Spring of 2020. I would love for you to help me design the syllabus for

this next time.

For example...

- What should we be sure to read? (what did you come across in your work this quarter that you found particularly interesting?)
- What resources did you find that were particularly helpful? Did you come across a tutorial or some other things that really helped you in the course of a project?
- Do you have any ideas for different projects that we might explore in a future version of the class?

These are just a few areas, I'd love to hear from you about.

Add your thoughts to this working draft of a future syllabus.

Timeline/Deadlines

All final projects and portfolios DUE June 14.