**Class Projects**

**Digital Exquisite Corpse Project**

Assigned during the second week of class, the Digital Exquisite Corpse Project is a hands-on collaborative writing experience. To start the project, you will each write one page of material. This material can be anything – fiction, non-fiction, research, poetry – so long as it is coherent, and so long as it doesn’t explicitly reveal your identity. This page will then be digitally circulated at random to another student in the class by the instructor, with each student receiving a previously-unseen page. The instructor will keep track of which students receive which pages, and which additions are made by each student, but you will be unaware of the progenitors of the work you’ve received.

With this new page in your possession, you must expand on it. This expansion should be constructive and should take into account what is present on the page you received: however, there is no expectation that you attempt to emulate the style of what you have received. The expansion should be no more than one page in length. After this, you will submit your expansion along with the page you received, and they will be shuffled once more, with each student receiving a two-page combination. During this final iteration, you are encouraged to write a “conclusion” to two pages you receive, if applicable, but you are not required to do so.

While the syllabus says that this project is “due” Week 4, this is more an indicator that the Digital Exquisite Corpse Project goes through three iterations. Thus, your submissions must be submitted in a timely fashion each week during the project. At the end of the project, each collaborator on each “Exquisite Corpse” will receive a copy of that “Exquisite Corpse.” Due to this project’s nature, you will primarily be graded on completion, but high-caliber work will not go unnoticed.

**Extended Critical Response Project**

Assigned during the fourth week of class, the Extended Critical Response Project is relatively straightforward: you will simply write a semi-formal critical response paper on any of the material we have covered so far. Keep in mind, you have some time to write this paper – if you would prefer, you are welcome to delay starting this project until we have covered more material, but don’t delay too long. The critical response paper should be roughly seven pages in length, should demonstrate familiarity with course material, and should contain thoughtful analysis.

**Interactive Narrative Project**

Assigned during the sixth week of class, the Interactive Narrative Project requires you to choose one of two options: a traditional interactive text in the style of “Choose-Your-Own-Adventure” books, or a digital interactive text, in the style of *Twine* projects.

In the case of the former, you are welcome to submit the project in a format you wish, so long as all of the pages are accessible to the instructor. Your “CYOA” should have at least 30 “nodes,” and at least five endings that can be reached, ideally with one ending being the “good” ending. Around half your nodes should branch off to at least two other nodes.

In the case of the latter, you should familiarize yourself with the *Twine* documentation and submit a completed *Twine* project of your own to the instructor through email. Your project should have at least 20 “nodes,” and at least three endings that can be reached, ideally with one ending being the “good” ending. Around half your nodes should branch off to at least two other nodes. Be aware that if you choose the latter, the expectation is that your game is at least partially functional: it is highly recommended that you test your project before submission and read the documentation on the course website (as well as the official documentation, which is also accessible via the course website) if you choose to create a Twine project

In either case, in lieu of one of your normal blog posts please reflect on the project. This reflection can replace any blog post due during the course of the project, or the one immediately following the project’s due date. Additionally, there will be an opportunity to present your project to the class and allow your fellow students to read or play through it.

**Final Project**

Your final project for this course, again, takes on one of two forms. You can either write an extended critical response paper in which you attempt to make a greater point about interactive texts as a whole, using course material and your experiences with it as a basis or you can create an interactive text of your own.

In the case of the former, the paper should be written in a formal manner. You are welcome to write a portion of the paper as a reflection so long as it is integrated with the rest of the paper in a meaningful and effective manner. You are also welcome to bring outside texts into conversation with the course material, and your thesis can involve those texts in relation to interactive texts, should you wish. The paper should be no fewer than 12 pages in length.

In the case of the latter, you can think of this as an extended version of the Interactive Narrative Project. The *Twine* project you produce should have at least 75 nodes and at least five “endings,” again ideally with at least one “good” ending. You are highly encouraged to deeply study the *Twine* documentation and use advanced techniques in this project. If possible, the project should take a first time player at least five minutes to complete. Finally, the total word count of this project should be at least approximately 2500 words.

Alternatively, you may make a CYOA-style traditional interactive text. The same requirements apply for doing so, but the word count should be at least 3000. Be aware that in the case of a CYOA-style project, this word count will be somewhat more strictly enforced.

Additionally, in the case of the latter, you will write a brief piece of roughly 500 words reflecting on, describing, and explaining the project. This reflection does not need to be particularly formal, but it should describe the project in a coherent and meaningful manner.