**Class Projects**

**In-Class Presentation and Leading Discussions**

During the first week of class, you will sign up to present on one of the topics we cover over the semester. Up to two students can present on a given topic: if two students are presenting on the same topic, you are free to work together or separately, although it is asked that you communicate at least a little to minimalize overlap between your presentation(s).

Your presentation should last 8-10 minutes and contain the following:

* A summary of the week’s material.
* A concise examination of the central ideas of the week’s material and how it connects to the week’s topic.
* The main portion: the critical appraisal of the week’s material. Some ideas are listed here, but feel free to run any ideas of your own past me:
  + Compare the frequency of a collection of words or phrases in a reading to its frequency in other works. Discuss the possible implications of this, but don’t simply speculate wildly – you should perform some amount of research and consult other sources.
  + Demonstrate a creative or otherwise constructive use of course material. Ideally include screenshots showing this use in your presentation.
  + Research digital analyses of a reading by other authors and draw conclusions about the reading from those. While you should briefly summarize the analyses you found and read, remember to connect the content of the analyses back to the reading and topic.
  + Showcase an interesting finding within a piece of course material and talk about it in-depth.
  + Choose a “consider” question and answer it in an extended, qualified manner.
* Questions you have regarding the reading(s) and explorative content.

The discussion that follows will be more freeform and will resemble a Socratic seminar. It is heavily recommend that you any questions contained in your presentation, as well as the questions found in the week’s “consider” section in this discussion.

**Intro Project**

Due week 5 and formally assigned week 3, this project is mainly meant to assess your familiarity and comfortably with course topics up to this point. This project takes the form of a relatively straightforward writing assignment. Choose one of the following prompts and write a roughly 1000-word paper on that prompt. Your response should show an understanding of the subject matter and course material. It is recommended and highly encouraged that cite examples directly from readings, if possible. A project rubric is available on the course website

The paper should be written in a formal or semi-formal tone. Your audience is me, your professor. You need not include a Works Cited page unless you use a piece from outside the syllabus, in which case it would be preferred that you to include a Works Cited page that contains MLA-style citations for each of those works (you aren’t required to cite works that are on the syllabus unless you wish to).

Prompts:

* Choose a “Consider” question and write an extended response to it.
* Select a course work and write a detailed analysis on it, ideally bringing other works into conversation with it.
* Expand upon a blog post you’ve made already.
* Remark on a topic brought up during class conversation that piqued your interest.
* Some other, similar topic submitted and approved by the instructor.

**Mid-Semester Project**

Due week 10 and formally assigned week 6, this project mostly revolves around engaging and interacting with course material and explorative content. A project rubric is available on the course website.

Your choice: write a critical synthesis response (roughly 1200 words) on the material we have examined so far (readings, Twine games, etc.), or create a small project using Twine and write a brief reflection (roughly 500 words) remarking on your experience doing so. 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. If you pick the former, examining at least two of the pieces of course material will be sufficient for the project, although you are welcome to examine more.

**Final Project**

This course’s final project takes the form of a scholarly piece in a format and medium you choose. As always, a project rubric is available on the course website.

You may opt for a traditional research paper format: in this case, a 10-14 page paper in which you draw on course material to prove a point about hypertext or digital literature will be sufficient. This could be a research paper, an opinion piece, a critical analysis, or something else in the vain. In this paper, you should focus on putting the materials you cite and choose in conversation with one another and using them in thoughtful and critical manners. Ideally, you should use a mixture of websites you’ve explored, pieces you’ve read, and Twine games you’ve played this semester. You are absolutely welcome to bring outside works into conversation with the course content.

Alternatively, you may opt for a more creative option. This could be a game created with *Twine*, a video project, a fictional piece or serial, or something entirely different. You are allowed and encouraged to take inspiration from course material. If you choose this option, please meet with the instructor after class or during office hours, or contact the instructor via email to discuss the form your project will take. The expectations for it are the same as the former option, and it should be at least the equivalent of 8-12 pages of writing. If you choose this option, you are encouraged to submit a written abstract explaining what your project is and giving it context, especially if your project doesn’t fully speak for itself, even more so if it doesn’t have a written component already.