

## Computers &amp; the Humanities 281

## Revolution Project

(150 points)

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Create a Revolution stack to teach a topic of your choosing. You may select any topic related to languages or the humanities. Choose a small set of facts or items to teach--perhaps things to memorize. The stack should have both a section to present the material and a section for the user to drill or practice it.

**1. Prospectus:** Write a one-page prospectus of your project, describing the subject matter you intend to present and what you intend to quiz. The instructor will review your prospectus and offer suggestions as needed.

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**2. Content:** Use and adapt the techniques you have learned in class but also apply your own creativity to the project. Keep in mind the design principles we have discussed, too. Incorporate graphics, pictures, sound, color, etc. as appropriate for your design. You may use the lab facilities to scan graphics or digitize sound for your stack, but be sure to acknowledge the source of such materials in the stack.

Your final project must include three of the five exercise types to be presented in class: Labeled Drawing, Flash Cards, Annotated Readings, Audio Dialog, and/or Quiz Techniques. Note that the Quiz Techniques will consist of several question types as presented in class. The final project must also employ one technique of accessing an external file, either accessing the data contained in that file, or writing data to it.

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**3. Peer Review:** A peer-review session has been scheduled shortly before the final due date. During class that day, you will have 15 minutes to demonstrate your project to some of your fellow students, who will evaluate it and make suggestions. In order for this review to be worthwhile, you should have your project as close to finished as possible by that date. **Fifty points** of your project grade will depend on this review.

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**4. Grading Factors:** Factors to be considered in grading include (but are not restricted to):

- Effective use of Revolution capabilities: buttons, fields, scripts, etc.
- Visual appeal, coherence; appropriate use of graphics elements.
- Effective incorporation of 3 of the 5 exercise types as explained above.
- Logical organization and presentation, including locked text fields and proofreading.
- Ease of use, error handling, help features.
- Overall effectiveness and appeal.
- Must access at least one external file.

These are just guidelines for evaluation. Superior work demonstrates capabilities well beyond the base requirements.

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**5. Turning it in:** Turn in your completed project on a zip disk labeled with your name (if your project is that big) or drop a copy into the **Assignment Drop** folder before class on the due date.

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**Please note on the course schedule due dates for the prospectus and peer review as well as the final due date. Missing any or all three events will incur late penalties.**

This assignment is designed to permit you to impress your instructor with the depth and breadth of not only your Revolution programming skills, but also your understanding of sound design principles. As a final project, this is your opportunity to shine. Have fun demonstrating what you know.

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