

Possible names:

Project 168

Seven Day Sprint

SkillSync Week

Quickfire Collab Week

168-Hour Multathon

168-Hour Hustle

This is supposed to be fun! Take the time to enjoy the work you are doing for this project and try to choose roles that seem exciting or interesting to you in a Topic that interests you.

Workflow Step-by-Step Breakdown

1. Day 1 Make a Plan and Establish Roles and Goals

- If you are unsure where to begin, start by electing a leader/someone who can spearhead the process of divvying roles and keeping the group honest as well as on time. It helps if they have a vision for the project that people in the group can agree to. But do NOT be someone who constantly rejects work from others, accept the hard work others give you and execute it. **Constructive Feedback is different than rejecting.**
 - In groups look to establish what roles people are going to execute
 - Unless necessary try to avoid too many “dependent on other people” roles
 - While teamwork is necessary you want to be able to work on it as often as you feel inspired to do so, and waiting for someone else to finish their task before you can start yours could be detrimental
 - Some roles WILL require waiting, so try to also give yourself a task that can be done without waiting so you can continue helping the team. Plan accordingly and communicate with each other.
-

2. Collaborative Planning & Asset List Creation

- **Asset & Task Breakdown**
 - Each group creates a list of all necessary assets and elements needed for the final deliverable (e.g., character sketches, background art, poster designs, audio clips).
 - This is important because it gives the team a shared understanding of what they are aiming for. Visualizing a more realistic Goal
 - **Parallel Tasks:** Ensure that tasks are divided so multiple members can work simultaneously.

- **Example:**
 - While one student writes the story/script, another starts concept sketches.
 - While graphic elements are being designed, another person is working on
 - While a storyboard is being outlined, someone else can work on audio design or character models.
 - Set internal deadlines for each asset (e.g., concept sketches done by Day 2, first draft of audio by Day 3).
 - **Check-in & Milestone Planning**
 - Try to take a few minutes to just check into the group and make an internal check-in to review and give feedback on work-in-progress assets.
-

3. Daily Tasks

- **Communicate about what work you have done:**
 - Members should be looking to
 - Discuss any blockers and strategize how to proceed without delay.
 - **Simultaneous Work on Core Components**
 - Encourage students to work on different elements that will come together in the final piece.
 - **Example Workflow:**
 - **Day 2:**
 - Story writer finalizes the script, while concept artist finalizes sketches for characters and backgrounds.
 - Animator starts working on test animations for character movement.
 - **Day 3:**
 - Script writer helps storyboard artist outline the full scene.
 - Concept artist hands off finalized designs to background artist and animator.
 - Sound designer collects or records audio clips and works on syncing them with early storyboards.
-

4. Asset Integration & Feedback Loop

- **Mid-Project Review**

- Groups come together for a brief review of progress. Students present what they have completed so far.
 - **Peer Feedback:** Don't be afraid to ask other students and friends to look at it! See if it's something they like.
 - **Integration Tasks**
 - Groups begin integrating the various assets, such as combining animations with sound-syncing visuals with the script, or collecting audio files
 - **Parallel Polishing:** While some members work on integration, others refine elements (e.g., adding visual effects or finalizing sound editing).
-

5. Final Polishing & Submission

- **Final Group Review & Polishing**
 - Groups come together to assemble the final product and make any last-minute adjustments.
 - Encourage everyone to review the project critically and suggest minor improvements.
 - **Prepare for Submission**
 - Ensure that the final deliverable meets the guidelines and format requirements.
 - Double-check that every group member's contribution is clear and documented.
 - Submit the project individually through Canvas for accountability.
-

6. Show & Tell Presentation

- **Classwide Presentations (Full Class Period next Tuesday)**
 - Each group presents their project, sharing their creative process, the challenges faced, and what they learned.
 - Make it a celebratory experience, emphasizing how far they've come as a team and highlighting exceptional work or creative problem-solving.

The Idea:

Like a Game Jam, a "Mult Jam" (will change the opening line / prompt based on final chosen name) is a fast-paced event where students will work together to tackle a prompt and intersect their skills to make a satisfying portfolio piece. The hope is that people with different skill sets

can each contribute work to a grander project in a week. The idea behind a short time frame (for a group) is not to overthink things and just explore your first instincts for a project.

This is a “take out what you put in” kind of project, if you want to skim out and not do it, that's fine, it just less time and practice towards making projects but **I would highly recommend trying your best to set and complete a reasonable task for the project.** If you then feel inspired after the fact, feel free to continue working on the project

Prompt: Stars

- Be creative: movie stars, stars in the sky, a star personality, someone who lights your path, constellations, north star etc, any interpretation can be expanded on
- For Example: Stage play, but not the main cast performing, but the studio light providing the light that makes a theatre star shine, the main character can be the studio light who lets others shine, but dreams of his own chance to be a star.
- Different Roles Relating to this project: character design, Plot writing + Storyboarding, Animating, sound design and music, background making (graphic design), voice acting(? Could be silent)
 - Look to find ways to apply the skills that you want to hone/advertise

Time Frame:

- 1 week, until the next class. It also helps scope down ideas and aim for what is realistic but also the need for a deadline to hold people accountable

Give 10 minutes of independent brainstorming

- Come up with ideas that could fall under the prompt that could be expanded and worked upon that YOU feel excited by. Write this idea down on a piece of paper (if you have multiple make a list)

5ish Minutes to then get into groups around you and pitch ideas and hone those ideas down to 2 options, then share and put them on the board ** can they just meet up with people around them and not leave? Do you think it will be that noisy, otherwise we can discuss ideas (especially if given short amount of time)

- Bring the ideas together that are written down and discuss
- **The people who's idea is voted the best should pitch their idea to the class**
 - **Elevator pitch it: 20~ seconds to describe the winning ideas and what they entail (ex: final product image or video idea and or general direction of the product)**
- Quick Note: (Also if you have an idea that you DO NOT want to let go of, you now have a personal project idea that you can have in your back pocket for when you want to make something)
-

All Topics on the Board: think about what topic inspires you the most and join that group (group limit 5?)

- Think about what you could tangibly bring to the group, what your skill will contribute to the final product and will let you be proud of the final result
- I encourage people to be creative with their skill sets. Being an idea guy is not a skillset, you need to help with actually doing things if you can.
- Look to join with group members that you would like to work with, doesn't have to be friends
 - If you are inspired by a certain person's art style / want to work with their products then look to group with them.

In order to tackle the issues of Group formation:

- Group leader / facilitator?
- Stress moderation?
- Look to join people you want to work with as well.
- If groups are really big, can we just have them split into 2? Then each group can have their own product and will still look totally different even if idea / direction is the same
 - I fear comparison though, but it could be worked
- Stress communication and collaboration while, again, stressing the importance of choosing a role that you actually feel confident in executing
- Open for Discussion for sure

Exchange contact information

- Hopefully, this happens by itself, but it's important for someone to probably take the lead and make a group chat of some sort to communicate and help hold each other accountable.

Pointers and warnings to Think about

- I would probably stress if you don't feel like doing this / are going to be lazy with execution don't pick a vital role that will affect the final product:
- ex: I'm tasked with drawing the characters but I don't feel like doing it so I wait til Monday to haphazardly draw some rough drawings and give them to the next person to have zero time to finish.... Be mindful of working as a team.

All Group Member Names should be Clear in the Submission:

Example Deliverables:

- Animation
- Digital/physical comic strip
- A Micro Game **
- Music Video
 - Favorite song / Could be composed
- Short Film

- Audio Experience such as an Audio drama:
 - Ex: <https://www.youtube.com/watch?v=3TA7680lncI>
- Motion Graphics Sequence
- Website Visual/Interactable Experience

Files Types:

Video Files: .mp4, .mov, youtube link

Game: .fbx, .exe

For Pictures: .pdf, .jpeg, .png

Audio Files: .mp3, wav file

Website: link to website

Deliverables not allowed:

1. Singular Drawing
2. Single Photo
3. A written Idea
4. Basic PowerPoint
5. Work Taken from other places ← there's a caveat but we can discuss
6. Concept Art

Basically, Any work that could be easily produced by one person.

Deliverables I don't Recommend**

- The Game is a lot more work than most people realise
 - The Idea of a game is very fun but in terms of scope its a lot to execute so be very careful