

## End-of-Course Multimedia (DH) Team Project Assignment Theme: Space is the Place

**H**umanists ask questions and challenge common assumptions. They engage with cultures, beliefs, values, and practices different from their own and, in doing so, they gain insights into humanity that transcend borders, language, and time. In this project, student-scholars will study the documentation of human experiences in the visual arts, music, literature, and historical record of a culture (or cultures) and produce a digital project that analyzes and visualizes the results of that close study. The digital humanities project will describe and explain the values of a culture and illustrate the ways those values are represented in the arts and historical records. It will provide an analysis of a cultural artifact, explaining how the formal elements of a work of art affect the representation of the subject or expressive content and interpreting the meaning of the work.

Digital humanities research requires students to engage in primary and secondary research. Primary research might include archival research, interview, survey, or site visits. Teams must create original content for the project (Previous teams have taken photographs, painted on canvases, interviewed AU students, shot a mini-documentary, and collected data in a survey). Secondary research might include environmental scans of existing digital content and summaries of literature written on a topic.

Teams will identify an area of concern in humanities research worthy of investigating, develop a research question that contributes knowledge to the field of Humanities, and define the purpose of their digital humanities project. A digital humanities project consists of three parts: 1. digital content or assets; 2. analysis or evaluation of content; and 3. a display of content. The HUMN 2010 multimedia project assignment is a digital humanities project, and it will follow digital humanities methodologies. Some DH methodologies include:

- Advocating for open access to knowledge and information sources and using the Internet as a vehicle for distributing knowledge
- Advocating for collaborative cross-disciplinary research
- Visualization of data as a means of articulating and supporting arguments
- Mining of data or text using computer software to answer humanities-based questions
- Distant and close reading of large bodies (corpora) of information
- Critical curation of digitized or born digital primary source materials

The final project will demonstrate the team members' grasp of DH methodologies and tools and their ability to conduct humanities research. Content will be housed on a website platform.

### **Your DH Media Project must:**

- Be collaborative
- Be research-informed
- Be multimedia including audio and visual components
- Address at least one of the critical intersections studied in the course (creativity, emotion, ethics, freedom, identities, memory) and the course theme.
- Focus on at least one culture (local, national, or global)
- Include analysis and evaluation of materials

## Student-suggested Guidelines

- Students will select their own teams and topics.
- Team members will have specific jobs and job descriptions. Jobs include project manager, lead designer, lead researcher, lead creative, and lead editor (copy and design). All team members will have to contribute to design, research, writing, and editing, but the leads will oversee the process and be responsible for the final product.
- Teams will use platforms such as Google Docs (<https://www.google.com/docs/about/>), Box (<https://augustauniversity.account.box.com/login>), and WebEx Teams (<https://www.augusta.edu/its/webexams.php>) that allow for collaboration. All team members must be given access to project folders and documents.
- The final project grade will include an individual grade. The team will earn a grade for the project, and each team member will earn an individual grade based on contributions. Members will keep a time-effort log.

## Learning Outcomes

1. Student-scholars will learn about media literacy and copyright and fair use rules.
2. Use communication and information literacy skills in an experiential learning setting.
3. Recognize artistic, philosophical, historical, or sacred texts and rituals as expressions of the human experience through an understanding of critical intersections (creativity, emotions, ethics, freedom, identities, and memory)
4. Discern and articulate the meaning of cultural artifacts.
5. Develop collaboration skills necessary for teamwork in classes and workplaces
6. Understand and implement digital humanities methods and tools
7. Conduct humanities-based research

## Topic Idea and Research Question

Before teams can begin the DH project, they must brainstorm topics. Once a team has decided on a topic, it should develop an arguable research question or guiding question. See <https://scholarblogs.emory.edu/pm4dh/formulating-the-projects-guiding-question/> for additional explanation of guiding questions. The development of a research question begins by identifying an area of concern in humanities research worthy of investigating. Teams must ask, “What do we want to understand?”. For this assignment, write a paragraph for two topic ideas (one paragraph per idea). The paragraph should include a humanities-based question that can be answered through research, close or distant reading, visualization, and critical curation of digital materials. Identify the students who will work on the team. Submit the Topic Idea assignment to the team folder in D2L. I will give you feedback on each topic idea. You’ll need to choose the idea that is most feasible to complete.

## Team Plan

Record the team’s methods for dividing the workload. How will you communicate and share information? Who will assume the roles of project manager, lead designer, lead researcher, lead writer, and lead editor (copy and design)? Who will create the original content? What is your calendar for meeting goals and deadlines for the project? See “Surviving the Group Project” <https://maui.hawaii.edu/tlc/home/learning->

[resources/surviving-a-group-project/](#) . For this assignment, write a one-page overview of your plan. Include a tentative calendar and rules members are expected to follow. Post the plan in the group discussion area in D2L. This assignment counts as participation.

### **Preliminary Topic Proposal**

The team should submit a 2-paragraph topic proposal. The topic proposal should include:

- Revised or approved research question
- Working thesis
- Critical intersection focus and an explanation of how critical intersection will be explored through the topic
- Concepts or terms from course readings/discussions the group will explore in the project
- Identification of cultures and/or eras to be discussed
- Format or platform for disseminating the project (website)
- Proposed original content (photographs, videos, artwork, poetry, etc.) and DH tool content (digital survey, digital timeline, infographic, flippable magazine, data visualization, etc.)
- Software or hardware you will need

The team needs to submit 1 topic proposal. Post the preliminary topic proposal to the group discussion area in D2L. This assignment counts as participation.

### **Working Bibliography**

Compile a list of primary and secondary sources the team will consult during its research of a specific topic (the topic you selected). Your sources should include a mixture of:

- Archival materials such as letters, diaries, personal photographs
- Scholarly books, book chapters, journal articles
- Magazine, newspaper, blog articles
- Visual art resources
- Musical resources
- Film, video, podcast resources
- Websites
- ?

The working bibliography should include 15-20 entries from at least 3 different genres/ categories. Use MLA or APA style to format the bibliography. Submit the working bibliography to the group folder in D2L.

### **(Revised) Topic Proposal**

Build on the draft proposal by including more concrete details. The revised proposal should include the following:

- Title of project.
- Approved research question
- Critical intersection focus and an explanation of how critical intersection will be explored through the topic
- Concepts or terms from course readings/discussions the group will explore in the project
- Identification of cultures and/or eras to be discussed
- Format or platform for disseminating the project (website, etc.)

- Proposed original content (photographs, videos, artwork, poetry, etc.) and DH tool content (digital survey, digital timeline, infographic, flippable magazine, data visualization, etc.)
- Software or hardware you will need
- Description of the project. The description should explain the purpose and revised thesis of the project. It should explain how the project connects to a critical intersection. It may also explain what the project tells us about being human (not required). This section should identify the [type of DH project](#):

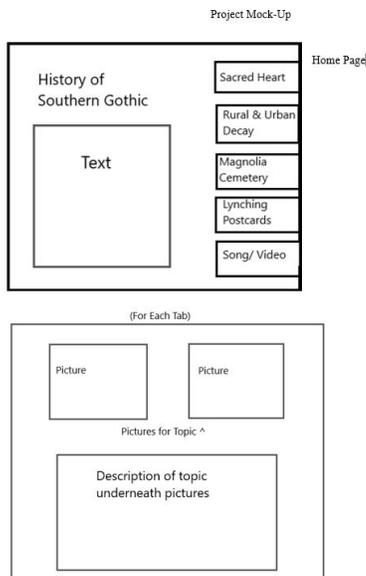
those that produce humanistic knowledge  
 those that discover existing knowledge  
 those that analyze knowledge  
 those that preserve knowledge

Submit the proposal to the group folder in D2L.

### Mockup

Create a mockup or sketch of the project using software or hand drawing. What will your website look like? How will it be organized? What items or elements will the project feature? Be specific and thorough.

Here's a portion of a mockup students used as a plan for their Southern Gothic website.



The mockup should include

- Project title
- Menu
- Potential pages including an About page and a reference page. Map out EACH page not just the homepage of the website.
- Placeholders and short descriptions of content that will go in those spaces (photographs, videos, text, original content, DH content, etc.)
- Placement for contributors' names, HUMN 2010, Augusta University, Date of creation

### Draft of Multimedia Project

Teams will submit the published link to the multimedia project by copying and pasting the link onto a checklist provided by the professor and submitting the document to the group folder in D2L. The checklist will be posted under Content in D2L. Teams will receive feedback from the professor. To revise the project for the final version, teams will apply the feedback, making necessary changes or corrections.

### Final Version of Multimedia Project

Teams will submit the published link to the multimedia project by copying and pasting the link onto a group log worksheet. Each student will complete a log. The project manager will combine the logs into a single file and submit to D2L.

## **Public Presentation of the Multimedia Project**

Teams will have 10 minutes to present. Presentations will be graded on professionalism and preparation and the central message of the presentation.

### ***Suggestions for preparing your team presentation.***

You should speak extemporaneously. No need to write a speech. You may have notes, but you should avoid reading directly from notes. You should have a lead spokesperson and a tech person to click through the website. Other team members may have speaking roles, too. Practice and time your presentation. We have a limited time, and I will have to interrupt if you go over time. Make a plan that works for the team.

#### Introduction

- Introduce yourself and members of the team
- Provide a hook (element to capture the audience's attention)
- Provide some background or context for your presentation: How/Why did the team choose the topic and/or critical intersections? How did you divide the labor of the project?
- Briefly outline the major features or elements of your project.

#### Body

- Show and explain your pages. Don't read the text on the page. Summarize and highlight the most important elements.
- Play snippets of original videos. Don't use up valuable time playing the video. The audience can go to your site later to watch in its entirety. If you have an intro video that's not too long, you can certainly play it. I'm recommending that you don't play a video over 2 minutes in length.
- Don't play videos that are not original content.
- Discuss the thesis and overall meaning of the project. Here's where you integrate your research.
- Discuss the design and design choices.
- Share some of the struggles the team had to overcome to complete this project.

#### Conclusion

- Summarize your points
- Encourage the audience to go to your website.
- Thank the audience for listening