Instructions: You will be separated into twelve small groups. Fill in the blanks that correlate with your group number (ONE, TWO, THREE, etc.) using the color designated, like this, but not __ [like this] __, or LIKE THIS, cause that's shouting. NINE, TEN, ELEVEN, and TWELVE: note that you've got blanks in two sections.

Final Digital Project

"No! Try not! Do or do not, there is no try" - Master Yoda

"The biggest risk is not taking any risks" - Mark Zuckerburg

"The true sign of intelligence is not knowledge, but imagination" - Albert Einstein

A digital project is an opportunity to connect ideas found in digital spaces and relate them back to reality. By doing this, one is able to spread knowledge they have learned to a wider audience. A digital project is not a one size fits all. There are a plethora of different mediums one can choose from in order to convey their ideas in digital spaces.

You'll spend the whole semester working (by yourself or with a group) on a single digital project. This document will give you the tools you need to guide your work, but you should feel free to interpret

these instructions loosely. We will be working together by offering feedback to each other through the various stages of this work.

Ultimately, a successful digital project is one that:

- Creates content that challenges society.
- Employs digital tools that enhance and reflect the content.
- Addresses the relationship between reality and society.

Collaboration

You may work on your own or collaborate with a group of up to four people. If you work with a group of more than four, you should thoroughly think through each person's role and consider if it's enough to sustain a semester. While you are welcome to work on your own, collaboration may help you to expand your ideas, grow more creative works, and get other perspectives.

Tools and Media

Your project can take any number of forms, such as a blog post, videos, or a creative project (ie a game, gif, infographic), but probably not a research paper, PowerPoint, and definitely not a Prezi. At a minimum, you should hand-code in a computer language you do not know, design a website from scratch, manually build a computing tool, or create/code a video game. You are encouraged to use tools that expand your digital horizon, such as (but not limited to) Python for coding or use Sploder to create a game.

Creative Constraints

Sometimes arbitrary constraints can inspire creativity. **Choose at least one of the following**:

1. use a digital tool for something other than its express purpose or function
2. Create a blog post with at least five entries on a platform of your choice.
3. Create a communication chat where we can ask one another for assistance and cooperation
4. Within the final project, use at least five photos, emojis, symbols, G.I.F.s, or memes. (A picture is worth a thousand words)
5. Present your digital project with at least one created tangible object.
6. Make a TikTok to convey your project proposal or self-reflection (if possible, use pictures).

Theme

Our collective theme is tea, sis. By allowing ideas to brew on different and unique platforms to where they become influential, all projects can connect in some way, however loosely, with this theme, or otherwise radically and deliciously diverge from the theme in a way that inspires awe, surprise, or further thirst for knowledge.

Working Ethically and Respectfully

All projects completed for this class should aim to expand and portray your knowledge of the digital world and never fail to acknowledge someone else's original work or use sources that are not credible. Be aware of sensitive topics that could offend others and do not disrespect anyone else's work.

Proposal or Prospectus

You will prepare a proee components: An outline component of proposed goals, deciding what form of technology your project will require, and a timeline for completing your work. You will share it on Slack for feedback from your peers and will also have a chance to discuss and refine your ideas in class.This process will allow you to outline what you want to accomplish throughout the project and use those goals and guidelines to create a digital campaign.

Peer-review proposal or prospectus outlining your plans for the final project by February 26. It should contain these thr

On March 16, you will share a draft of your work submitted online before class. A draft should include what you want to do, how you plan to do it and if you choose to work alone or in a group. You will offer constructive feedback to your peers. And, of course, chat with Jesse if you want to confer or get additional feedback at any point.

Sharing Your Work

You will submit your work by publishing it to the Web, using Domain of One's Own (or some other platform), and sharing a link to it via Slack. But the audience for your work shouldn't just be Jesse or the members of our class, but rather all the people who are connected through the digital world. On the last day of class, April 20, we will meet in person to have a party themed around our final project's topic.

Documenting Your Process

In addition to (or as a component of) your digital project, you will also document your process in a letter, a series of images, a short video, a series of gifs, or a podcast. You will also have a chance to offer thoughts on your digital project in the final self-reflection you will complete for the course. Take risks, break stuff, and don't be afraid to fail, as long as you fail zestfully.

Feel free to dramatically reinvent the expectations usually reserved for final projects in college classes. Make this one your own. But call on Jesse (or your peers) when you want help.