Final Project Guidelines/Parameters

The Final Project of the course is very much open-ended in terms of what parameters students have. The project should assimilate some kind of production/text that one would see in a professional setting/workplace. Such projects can take the form of a text-oriented document; however, students are not limited to such a document. Consider other modes of production and meaning-making.

Modes of meaning-making (New London Group, 1996):

1) linguistic (print-based)
2) visual
3) audio
4) gestural
5) spatial
6) multimodal-- relates to all of the preceding modes in dynamic relationships

A Few Words about Multi-modal Projects

Students are welcome/encouraged to experiment with various modes of production as they develop their final project assignment. That is, don't think in terms of 'just' a print document that integrates a few graphics (though this is also considered multi-modal: combines linguistic and visual modes).

Consider developing:

1) a web site (at least three tiers and eight pages);
2) a video/audio project that includes some rhetorical purpose;
3) a professional presentation or an advertising campaign within Second Life (a 3-D, virtual 'gaming' environment; more on this environment will be presented later).

Should you choose to pursue any of these approaches, do not be afraid to experiment with the technologies available to you. Also, you will need to include with your submission a brief report (perhaps 4-5 pages double-spaced and including headings) explaining the process and why you made certain choices in the process of producing the final piece. Essentially, this report should give the reader an idea of the method behind what he (me, in this case) sees as a 'final' work.