GRASSHOPPER PUBLISHING COMPANY

PLEASE ADHERE TO THE FOLLOWING GUIDELINES IN COMPLETING YOUR PROJECT. YOUR FINAL SUCCESS IN THIS PROJECT WILL DEPEND ON HOW WELL YOU MEET THE GOALS OUR COMPANY HAS ESTABLISHED AND ON HOW CAREFULLY YOU FOLLOW COMPANY POLICIES AS OUTLINED IN THESE GUIDELINES

PROJECT GUIDELINES

ALL PROJECTS:

All projects should focus on an aspect of American culture other than literature. All projects should seek to convey some point about this aspect of American culture which would relate it to one of the following: its relationship to literary Realism and the goals of the Realist writers, it relationship to the culture which came before it (in American, in Europe, in Africa, in Asia, or in any other part of the world from which settlers came), or its relationship to the culture of our own time. All projects must deal with more than one medium of expression—that is, they must involve research in books, in periodicals, in collections of images, in newspapers, in collections of music, or in other such sources of information
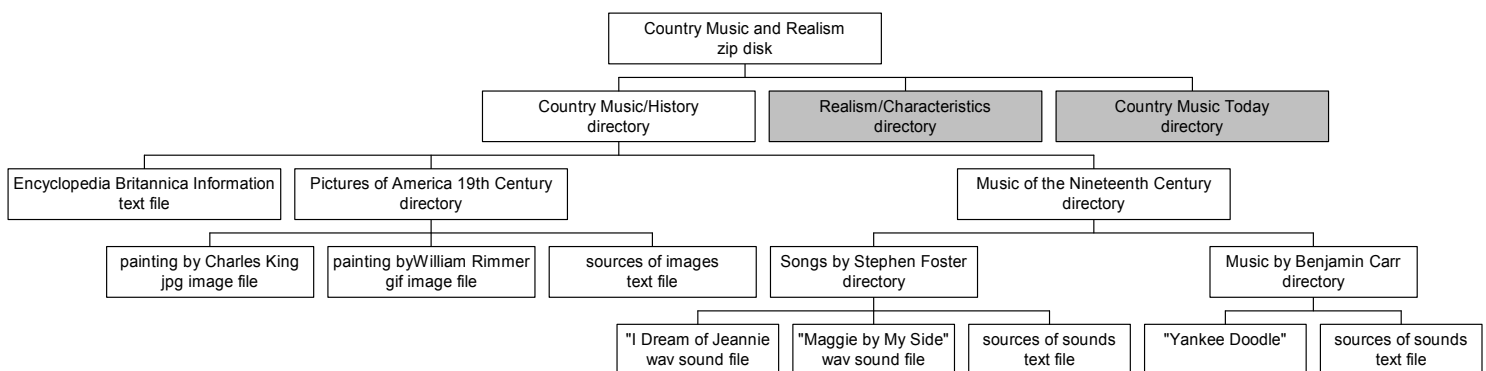
COPYRIGHT AND DOCUMENTATION:

Since we are a business, we must be very careful that we do not violate the copyright of any party. For this reason, you must keep careful record of where you get all your information, and you must be prepared by the end of the quarter to determine for which elements in your work you will need to seek copyright permissions. You will not be asked to seek copyright permission yourself, but you will be required to let Grasshopper Publishing Company personnel know for which works they will be required to secure copyrights. Thus, you must make yourself familiar with copyright issues.

ORGANIZATION OF INFORMATION

Since you will be accumulating information in more than one medium of expression, organization of your material is very important. We suggest that you maintain your information on a zip disk (either Mac or PC is acceptable) and that you organize carefully with directories for various topics and various media. Each directory should contain a text file which records the source of information for each file in that directory. We will ask you to submit your zip disk to your editor half way through the quarter so that we can determine if you are following company policy in this matter. A sample directory structure for a project on Country Music and American

Sample Directory

Realism might look like the directory above. Remember that this image shows only part of the directory structure.

TEXT PROJECTS:

Text projects should produce chapters of about ten pages. Since ours is intended to be a multimedia anthology, chapters will include media other than textual. For example, your chapter might deal with popular music of the late Nineteenth Century, in which case you will accompany your chapter with examples of music in CD or tape format. All chapters will be based on an outline, which Grasshopper Publishing will collect from you within two weeks.

WEBSITE PROJECTS:

Website projects will be composed of at least ten screens with textual material containing the results of your research and your thinking in a readable usable format. Each website will contain a clearly linked page with a list of works cited. Navigational devices will be provided, and all sites will conform to ADA accessibility standards. (Check your class website for this information.) Websites will present information in at least three media and will incorporate some modest level of interactivity. Download time should be well controlled, and images should be no larger than 50 kilobytes in size. All websites will be based on a storyboard, which Grasshopper Publishing will collect from you within two weeks. (If you have never made a storyboard, check the class website for information on how to make one.)

POWERPOINT PROJECTS:

PowerPoint projects will be composed of at least 10 slides. Each slide will contain speaker's notes containing the results of your research and your thinking in a readable format. Use builds, transition, and animations where appropriate to make your slide show interesting. Ensure that your show is visible in a classroom projection environment, and save the show in a format suitable for archiving on the web. (You may use Real Media, simple HTML, or play as PowerPoint format.) All PowerPoint presentations will be based on a storyboard, which Grasshopper Publishing will collect from you within two weeks. (If you have never made a storyboard, check the class website for information on how to make one.)

DELIVERY OF PROJECT

Please be prepared to present your project in class.