

**Digital Technology and Culture 375**  
**Language, Texts and Technology**  
Washington State University, fall 2009

Assignments due for: **Oct. 28, 2009**

<http://lutfall09.blogspot.com/>

[ ] **Audio story DUE (150 points –**

80 points for your team's collective effort on the audio story,  
45 points for your specific individual contributions to the effort,  
25 points from peer feedback and observed behavior within the group)

Email **MP3** file to: [brett.oppegard@gmail.com](mailto:brett.oppegard@gmail.com) by **9 a.m. Wednesday, Oct. 28**, so I can post those, and we can listen to them in class that night. It's likely that your file will be too large to be transferred using regular email methods, so please use a Web site such as [Mailbigfile.com](http://Mailbigfile.com) to circumvent the bottlenecks.

**How to earn the collective team points (80 points)**

- **Quality of production** -- In creative, thoughtful and coherent ways, your group has remediated a story or anecdote from an original text (published before 1923 or otherwise without copyright restrictions) and put it into a functional digital audio form, mp3, lasting a minimum of five minutes and a maximum of 15 minutes that can be posted to the classroom blog, <http://lutfall09.blogspot.com/>. The emphasis in this category is on the foundational production choices being made and chores being done behind the scenes, from quality of the script to audio editing. **(40 points)**
- **Quality of artistry** -- Character voices include the appropriate dialect and inflections of the role and lines. They sound believable. They have proper motivation. **Each group member has at least one speaking part.** Significant Foley effects are blended into the telling of the story, highlighting dramatic moments and providing ambient aural texture. Mood music fits the theme and feel of the piece. The emphasis here is on what can be heard, from music and sounds to the delivery of lines. **(30 points).**
- **Quality of adaptation** -- The recording uses the strengths of the medium to make the story sound to the listener like it is happening right at that moment. In other words, this story is not just being dryly recounted or read like from a news reel. Remediation issues are handled deftly. The emphasis here is on the best use of raw materials to convert into audio form, taking advantage of the strengths of audio as a medium. **(10 points).**

**How to earn the individual audio story points (45 points)**

Write a two-page paper (10 point font, single-spaced) about your contributions to this project and what you learned from the experience. It will be scored on quality of writing, depth of thought and documentation of your contributions.

AND

**How to earn the group participation points (25 points)**

Like the Life Map, each team member will fill out a feedback form about the other people in the group (see sample posted on the class blog), giving them insights into their behaviors from other perspectives. The professor will observe and interact during group work sessions, and the final product will demonstrate to some degree how functional the group operated, shading the scoring.

Director leads the team (and presents the piece to the rest of the class); **10 extra credit points**

**Readings:**

[ ] Jenkins "Search for the Origami Unicorn," part 2, pgs. 141-152 of your course pack, from "The Art of World Making."