Jim Brown's Courses

Home » Course Archives » English 550: Digital Rhetorics (Spring 2012)

Schedule

1/25

- Crowley and Hawhee, Chapters 1 and 2 (pp 1-55)

2/1

Tracing #1 Due (bring photocopy to class)
- McCloud, "Writing with Pictures" (class handout)
- Y: The Last Man, Unmanned
- Crowley and Hawhee, Chapter 11 (pp301-324)
- Browse Learning Record
- Browse Peg Syverson's Learning Record Page

2/8
No Class Meeting

Tracing #2 Due (submitted to Eric's office before 6:00pm)
- Y: The Last Man, Cycles
- Read and take notes on your group's chapter for sequential art group project

2/10
LRO Part A due by noon

2/15
Tracing Synthesis Paper Due

- McCloud, "The Power of Words" (available for download via Dropbox)
- ComicLife workshop
- Set up Basecamp sites

2/22

- Crowley and Hawhee, Chapter 3 (pp56-87) [Prezi by Rasmus]
- ComicLife workshop
- Group project workshop [progress report to class]

2/29

- Crowley and Hawhee, Chapter 4 (pp88-117) [Presentation by Ashley]
- Group project workshop [progress report to class]

3/7

- Crowley and Hawhee, Chapter 5 (pp118-145) [Presentation by Wade]
- Peer Review Session
- Group project workshop [progress report to class]

3/10

- MIDTERM LRO DUE AT NOON

3/14

- Crowley and Hawhee, Chapter 8 (pp200-221) [Presentation by Elisabeth]
- Group project workshop [progress report to class]

3/17
Group Comic Project Due by noon

3/21

- Read Bogost Introduction (in Dropbox), Braid

3/28

- Braid (finish game)
- **Short Response paper due**

4/11

- Read Bogost Chapter on Political Games (in Dropbox)
- Scratch Workshop
- Group Project Workshop

4/18

- Scratch Workshop
- Group Project Workshop [progress report to class]

4/25

- Scratch Workshop
- Group Project Workshop, [progress report to class]
- User tests

4/27
Videogame 1.0 due by noon

5/2

- Scratch Workshop
- Group Project Workshop, [progress report to class]
- User tests

5/4
Videogame 2.0 due by noon

5/9

- **Videogame 3.0 due prior to beginning of class**
- Group videogame presentations
- Videogame salon

5/16

- FINAL LRO DUE AT 7:00PM

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