

Short Film Project (35%). The Short Film project is intended to synthesize your acquired knowledge and skills. Working in teams of five, the final project for this course is to create an 8-minute digital narrative based on a **careful 'reading' of a work of architecture as well as the intentions of its creator** within a specific theoretical framework. The project is divided into four parts - Subject, Storyboard, Short Film, and Reflection. All submissions are due at the beginning of class on the date indicated in the schedule. The focus will be on **practicing skills of analysis and application of concepts**. Your team will need to place the narrative within a robust theoretical and historical context (meaning your facts are correct and your theoretical construct makes sense). In the end, the group is to **demonstrate an understanding of theoretical perspectives and historical contexts and communicate theoretical perspectives via a new medium**. [Resources: *The Digital Storytelling Cookbook* (www.storycenter.org/cookbook.pdf). *Center for Digital Storytelling* (www.storycenter.org). *Australian Centre for the Moving Image* (www.acmi.net.au/digitalstorytelling.aspx). Georgetown's *Digital Commons* (digitalcommons.georgetown.edu/projects/digitalstories).]

Subject. Teams will conduct preliminary research, select the subject matter for the project, and write a brief description of your rationale. During the selection process, keep in mind that at least 25% of the final content must consist of original work (i.e. photographs, video, sketches, drawings, diagrams, text, and/or analog or digital animations created by team members). It is advised that your team make a well-informed decision.

Storyboard. Teams will submit a storyboard/script of the project, complete with a 250-word (maximum) statement describing the intention of the story, a 'scene' by 'scene' storyboard with captions (no less than 16 'frames'), and a list of references - professional journals, magazines, books, newspapers, and/or the Internet (you may not rely solely on the Internet). It may be helpful to think about your story from the perspective of a research project. What is it about your topic you want to learn more about or to understand in more depth? What do you think people should know about this person/work? Consider one or more of the following: *free-writing* (running with your initial ideas); *intro sequence* (starting with an anecdote, object, song, or image that synthesizes your message); *theoretical proposition* (starting with the framework in which you want to encounter the work); or an *expository approach* (starting as if you were going to begin a traditional essay).

Short Film. The project is to be a multimedia narrative - combining music, sound, narration, imagery (moving and/or still), drawings, diagrams, computer renderings or animations - which **interprets the architect's theoretical position related to the work you have chosen** and best represents his/her thinking. The media comprising the story may be original or drawn from other sources (a minimum of 25% original content is required; original content will be more heavily weighted). The film may be a personal narration that moves outward towards larger theoretical or contextual issues, an allegory, a mini-documentary, etc. It is intended to be a penetrating and deep analysis rather than an exhaustive and wide one. Celebrate the unique insights of your team while balancing insights gained through scholarly research. Do not forget to **completely and properly cite (or "credit") your sources** at the end of your digital story (in a commonly accepted format). Failure to properly cite your sources may result in a poor evaluation. Final submissions will be burned to a DVD and handed in during class.

The Media lab in 10 Budig Hall has everything you need in addition to technical assistance. User-friendly video-editing software is readily available on either the Mac OS platform (iMovie) or the PC platform (Microsoft Movie Maker). You can check out digital cameras from Architecture Computing Services.

Reflection. Each member of the team will individually submit a 250-300 word (maximum) reflection paper. The reflection paper will contain your thoughts on the team's decision-making process, what you contributed, why your group included what they included and why they left some things out. This is your chance to reflect on your learning during the project. Strong papers will relate experiences back to readings and will provide proper citations.