Assignment
Open Project
Do What You Like, Like What You Do!

Goal: Design, build, write, or create “something” that directly addresses the topic of “Life in 2050,” uses a skill or knowledge that you've learned in class, and addresses at least two of the UNST goals. Be creative, explorative, and bold. Be remarkable!

List of requirements, expectations, and constraints:
• Design, build, write, or create “something” that directly addresses the topic of “Life in 2050.”
• You are encouraged to design and build some sort of artifact that you can present/demonstrate, but this is not a requirement.
• You must apply a skill or knowledge that you’ve learned in this class.
• You must complete a project proposal. See details below.
• You must explicitly address at least two of the four UNST goals:
  o Inquiry and Critical Thinking
  o Communication
  o The Diversity of Human Experience
  o Ethics and Social Responsibility
• You must provide a detailed grading rubric. See details below.
• You must give a presentation of your project. See details below.
• You are expected to invest at least 20 hours of work outside class in this project.
• Your final project must be realized as described in the proposal. Minor changes are acceptable. Thus, it is important that you come up with a solid plan that you can accomplish.
• This is an individual project. No teamwork will be allowed.
• You must submit original work only. No recycling of other projects! In case of doubt, I will contact your other teachers to verify whether your project is original.

• Project proposal:
  o As part of the project, you must submit a project proposal.
  o You must use the Word proposal form posted on D2L and fill it out electronically.

• Project presentation:
  o Each student presents his/her project in class.
  o Inspired by the Ignite events (http://igniteshow.com), you are allowed to use 12 slides that auto-advance after 15 seconds (=3min total talk time).
  o You must use PowerPoint and set up the 15 seconds auto-advancement.
  o The presentation slides must be submitted (in PowerPoint format) on Tue, May 29, 10:00am.
  o Prepare well for the presentation. Simplicity and timing is everything! Be remarkable. Sell your project!
• Grading rubric:
  o What defines a bad, a mediocre, a good, and an outstanding project? That highly depends on the type of project. As an exercise for you to think carefully what quality means, you will establish a grading rubric for your project. I will use this rubric to determine the grade you earned.
  o The rubric must specify how a total of 100 points will be assigned to different categories of the project. The rubric must include the following categories:
    ▪ 20pts: Project proposal
    ▪ 20pts: Creativity and originality
    ▪ 20pts: Implementation and realization
    ▪ 5pts: Integration and application of the two UNST goals
    ▪ 5pts: Application of skill or knowledge learned in class
    ▪ 20pts: Presentation in class
    ▪ 10pts: Free category, you specify it. I recommend you use it for something that is very specific to your project and doesn’t fit into the other categories.
  o Each category must have 4 levels of quality: poor, average, good, outstanding.
  o Failure to submit a rubric will result in a 30pt penalty.

Due dates:
• Project proposal: Wed, May 16, 10:00pm.
• Presentation slides: Tue, May 29, 10:00pm.
• Grading rubric and any other documents you want to submit: Wed, June 6, 10:00pm.
• All documents must be submitted on D2L.

How to get a good grade:
• Run your ideas and concepts by Wenona and myself early in the project.
• Ask us (or your peers) for feedback and suggestions, show us examples, demos, parts.
• Start early. Start now!