

English 2300 Final Project

Intervention: the act of interfering in outcomes or processes, particularly to prevent harm or improve functioning

This assignment invites you to make an intervention by using your knowledge and skills to improve outcomes, processes, and/or relationships. Scholarly and/or creative, your intervention uses digital media to engage in one or more of the United Nations Sustainable Development Goals . Please note that these goals are not mutually exclusive!



The goals are very broad, so you will want to think about the who/what/where/when/why in order to focus your assignment. More details about the goals can be found here: <https://www.un.org/sustainabledevelopment/sustainable-development-goals/>

Your assignment can take several different forms: it can be a learning resource such as a podcast, multimedia essay, or video that calls attention to particular issues; a digital tool for organizing, documenting, or archiving such as a timeline or map; or something entirely different! As you plan your approach, think carefully about your audience and goals, and consider the confines of your time and skills. Remember that simple can be very effective!

There are three parts to your final project:

1. **A 3-4 page project proposal.** Consider this your “pitch.” What are you trying to accomplish, and how do you expect to accomplish it? Your proposal should have the following sections:

- Background (What dialogues are you intervening in? Why is this needed?)
- Overview (What are you creating? What tools and scholarly sources will be necessary?)
- Timeline/Methodology (How will you create what you intend to create? How will you be mindful of issues such as copyright, privacy, and Ownership/Control/Accesses/Possession?)
- Outcomes (What do you seek to accomplish? Who are you trying to reach? What rhetorical appeals are you making to reach them?)
- Works Cited/Bibliography

Due:

Weight: 15%

2. **Workshop.** After I provide feedback on your proposals I will be placing you into groups of 3-4 members based on your project goals for an in-class workshop. This is your opportunity to share your knowledge with (and get feedback from) the classroom community. What have you learned through the process of researching and writing/creating? What are the strengths and weaknesses of your approach? Are there any challenges you are facing? Your workshop will be guided by Prof. Hardwick and it will include both discussion and editing. You will be given a list of materials to bring in advance.

Due:

Value: 5%

3. **Final Project and Reflection.** Your project should be polished and complete. Sources should be properly cited using MLA and/or digital (ie: links) guidelines. You must hand in a final reflection with your project.

Due: (via Moodle, unless otherwise indicated)

Value: 30%



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