

Name:

Project Title:

Project Tools:

QUALITY RANGE: 30-28 pts.= Excels / 27-24= Meets Requirement / 23-18= Acceptable (work needed)/ 17-0= Below Expectations

Criteria	Status	Notes
Topic: Is it clear?	Missing ▾	
Argument: Is it clear?	Missing ▾	
Research: Quality of selected sources (heavier on academic literature)	Missing ▾	
Research: Use of research evident to support arguments	Missing ▾	
Narrative: Clear & accessible to audiences	Missing ▾	
Narrative: Historical context & significance explained	Missing ▾	
Technical: Use of multimedia sources help sell narrative/argument	Missing ▾	
Technical: Editing helps tell story/major claims	Missing ▾	
Requirements: drafts submitted on time	Missing ▾	
Requirements: reflective blog post with URL links	Missing ▾	
Overall: addresses broad themes from HIS 3310	Missing ▾	
Overall: Quality of project(s) enhances our understanding of topic	Missing ▾	

General Comments

Overall Project/ Total = of 30 points

4. Individual Research Project

This assignment allows students to choose any topic to research ... as long as it focuses on sport in the Americas (South or North America, which includes the regions of the Caribbean and Central America). Preliminary elements include: topic, secondary sources – historiography / relevant and key academic literature–, primary sources, and an annotated bibliography.

- Although the final product will still contain a clear topic, argument (thesis), supporting use of secondary and primary sources, and analytical conclusion, the idea is to convey your research *without* writing an essay.
- Your submissions will be developed as a digital product instead. It can be a multimedia timeline, digital storytelling (4-5 min. short film), digital exhibit, multimedia story map, etc. The final product will marry text, audio, video, images, and anything else you can think of. It can be linear, or nonlinear.

This research process will develop over the course of the entire semester. The goal of the digital research project is to share your research in a digital format, and through a product or presentation that makes good use of your selected format. Basically, this assignment requires students to “do” history in a non-essay format, while adhering to the same principles of historical inquiry and scholarship. Your product should be tightly focused (a type of micro-history) and centered on a specific topic, person, group, or event.

Goal

Imagine the typical 5-7 page paper based on your original research ... and now ask yourself how to convey your arguments, supporting evidence, and conclusions in a digital format instead.

A few ways to approach your research topic and work

- **Thematic:** gender, race, economics, political uses of sport, class, national identity, etc.
- **Specific:** the 1968 Olympics, World Cups held in Latin America (1930, 1950, 1962, 1970, 1978, 1986), the history of Cuban baseball, the arrival of soccer in South America, the cultural influence of *capoeira*, the history of Latin American tennis players (and their legacy), Colombian drug lords and local soccer teams, etc.
- **Process-oriented:** How did my views on US, Canada, or Latin America change through a study of sports? How can images help tell a particular story about the American South? How is the construction of identity a complicated process when we examine sports across the Americas? Etc.

Steps

1. Pick a topic and develop a research question. Let INQUIRY guide your work.
2. Then, collect research sources of what scholars have said about your topic, as well as any key sources from sports journalism or other credible entities (i.e. articles on black baseball players from MLB.com).
3. Formulate a working thesis. As you progress, your goal is to answer questions **through** the research process that can help you make sense of your thesis argument.
4. Begin collecting any images, video clips, sounds, and other multimedia sources that can serve your digital projects. establishing your text.
5. As you begin putting your digital project together, consider how editing affects historical narrativity.

Think about the following:

- Images: Too many? Display too fast? Too pixelated? Are they compelling images? Do they stir interest or catch the audience’s eye?
- Text: Does your font help tell the story? Too small? Odd font style? Colors bleed with background? Are you forcing the audience to read too much? Does the text compete with images for attention?
- Music/sound selection: Do audio clips help further your argument and narrative? Do they compete with visuals for attention, or work well together?
- **Overall:** Who is your audience? Is the thesis clear? What themes are you covering in your project(s)? What are you asking audiences to do while they are watching or exploring your work?

*** We will share feedback in class after watching rough cuts/drafts in class. ***

FINAL SUBMISSION

Post your final digital sport history projects on the course website, using the category “Digital Project” by April 28. If something important shows up when you post your final work, the absolute last day for any final changes

is May 2. Your submission includes a blog post that explains how this digitally-infused research assignment allowed you to present a historical analysis in a different way (benefits, drawbacks). Include URL link(s) to your project(s)