Appendix 6.4
Research Project and Poster Presentation
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Overview

For the final project, which will be at least fifteen pages and is worth 25% of your grade, you will create a digital research project or assess digital scholarship. The work will be broken into three stages:

1. Pitching an idea to the class
2. Bringing in a draft and visualizations
3. Final draft. Complete you work while assessing your methods, findings, and potential for further research

For the subject of your paper, you may choose anything that is at the intersection of digital scholarship and the nineteenth century. You can build a digital project, critique existing projects, write about the theory of digital humanities, or do a combination of the three. You are encouraged to build off any work you have done so far. You are also free to use the datasets we have created for the *Digital Humanities Pedagogy* project.

Building a Project

If you are creating a project, your paper should fall roughly into these parts:

Description

Think of this as an "About" tab on a webpage. Provide a mission statement for your project and describe how it works and what tools you used. If it is like other projects out there (see the guidelines for the first paper for a list of some), discuss these and what makes yours different (you may also include a fuller critique of other projects).

Working

This part of your paper should discuss your process. How did you prepare the data

and make your tools work? Did you encounter challenges on the way? If another scholar was going to use your process, what would they need to be aware of to replicate your findings?

Findings

What did you learn? Include statistics, screenshots, or visualizations.

Conclusion/Reflection

For this section, reflect on your work. Has the digital allowed you to look at the question differently than you otherwise would? Think about its potential for future work. What could this project grow into with major funding and a team of collaborators?

Questions to Address in a Project Critique

Instead of making something, your paper can be about digital scholarship or a look at digital projects. This option will address overarching conceptual questions in the field as well as concrete critiques of specific projects. You must include at least four sources. You may want to refer to the syllabus or the reading list I created.

Many of the conceptual challenges in the field, especially as it applies to theater, are topics that we discussed in our brainstorming session for the article. You are free to write about these as you would any research paper. If you are discussing a specific project (and what would a discussion of a concept be without examples?), you should address such topics as:

- What did the creators intend for the project or tool to do?
- Who is involved in the project? How is it funded?
- What software or tools does it use?
- What methodology did they use in constructing the project? What human decisions went into creating the project? Did they select sources, ignore data, or classify material in a particular way?
- Which of these aspects could be considered a success? Why/why not?