

## Eng 459-01: Digital Convolute Project

### Assignment:

The final project of the year asks you to engage multiple sources and compose a remixed video text. Videos should be no shorter than **three** minutes and no longer than **seven**. Following Ulmer, we will be focusing on aesthetics and entertainment as well as scholarly rigor. Here, it might be helpful to think of Jamie Skye Bianco's piece, "#dogwalking in cemetery woods." Specifically, its articulation of a "creative critical compositionism":

These are bits...  
...of affection  
...from several data sets  
Inventories  
objects  
Inventories of captured things  
Formulas  
Algorithms  
Protocols for performance

Bianco here is very much in line with the original conception of Benjamin's *Arcades Project* and his idea of the "convolute" genre (see convolute, "Boredom, Eternal Return," posted on Moodle for an idea of this). The elements of the piece are "put together," or composed, but not in way that assumes a linear and unified academic argument. It is an evocative assemblage of assets that operates affectively.

### Your final project should:

- Have a minimum of 2-3 DALN narratives that speak to your theme/focus (perhaps look to your first essay for ideas here)
- Include your own recorded narrative (look to "Literacy Box" for inspiration)
- Recorded passages from academic sources you find pertinent to your piece.
- Other audio/video assets that could range from political speeches, Perlinger Archive, Creative Commons music and sounds, etc. Remember: you should be cognizant of the copyright laws regarding assets you may want to use. Please use the resources below for thousands of Creative Commons and Public Domain sounds and videos. If you *have* to use Copyrighted material, please see me first.
- Enact your definition of rhetoric to effect and persuade your audience in particular ways. Think: Who is my audience? What are my constraints? What is my exigence?

- Should include written text in two locations: at the beginning of the video (creative title and your name) and towards the very end (a “credits” listing that can act as your “Works Cited” page). Your project should otherwise only focus on sound and moving image rather than text.

## Resources:

### *Software*

<https://sourceforge.net/projects/audacity/> - Audacity (Free and Open Source Audio Editor)

<https://www.techsmith.com/camtasia.html> - Camtasia Screen Recording (Free 30 day trial)

<http://windows.microsoft.com/en-us/windows/movie-maker> - MS Movie Maker

<https://www.apple.com/mac/imovie/> - Apple iMovie

### *Films and Videos*

<http://keepvid.com> - Streaming Video Downloader

<https://archive.org/details/moviesandfilms> - 1000's of Public Domain films

<https://archive.org/details/prelinger> - The Perlinger Archive

<https://www.youtube.com/watch?v=vtBN8xdqnFO> - An example of remixing the Perlinger Archive

### *Music and Sounds*

<https://www.jamendo.com> - Creative Commons music

<http://freepd.com> Public Domain Music

<http://www.ubu.com/sound/mcluhan.html> - UBUweb's Marshal McLuhan archive

<http://www.freesound.org> - 1000s of user-generated sounds

### *Campus Resources*

<http://www.coastal.edu/library/equipment/index.html> - Kimbel laptop and Flipcam availability

## Important Dates:

Monday, April 18	Final project workshop Bring Laptop, headphones, and collection of assets to begin work in class!
Wednesday, April 20	Working on audio-video editing techniques and skills
Friday, April 22	Working on draft
Monday, April 25	Working on draft

Wednesday, April 27      First draft complete

Final exam: Wednesday, **May 4th** at 11:00 AM - Location TBD