

Persuasive Truth Project Details

OVERALL GOAL: The CLASS AS A WHOLE will provide a *complete multimedia experience* (aural, visual, written, tactile) of the Mission of the Gospel of Christ (sometimes referred to as the Great Commission or Evangelism) as depicted throughout the entirety of the Christian Bible.

WHAT THIS MEANS (but is not limited to): At the end of the quarter, the class will be assessed as a whole in regards to the completion of a web-documented process regarding the building and design of games, literature, manipulatives, artwork, and a plethora of electronic media means. This process should (but not limited to) include: original artwork, multiple video experiences (original and linked) detailing the entire process as well as highlighting features deemed worthy to expand. There should be many illustrations (either drawn, photographed, or a combination) and a documentation of the process throughout the quarter. Attention should be paid to document the Scriptural references and any other sources. Aural detailing of the experience (think podcasting of interviews, journals, etc) as well as movie media (interviews, reflections, etc) should be in abundance. Assessment will also be based on how richly and diverse the final offerings are. Each member of the team should be able to give a reasonable description of the cosmic battle between good and evil with clear language as well as a sensitivity to the unique contributions Adventists have made in the area of the Great Controversy. Individual assessment will occur in regards to sub-groups or job success, but the bulk (60%) of the grading weight will rest with the group project.

A good time to practice those relational skills, love languages, and MI skills.

GENERAL JOBS: The following is a suggested breakdown of how to “task-manage” such an undertaking. This is a suggestion (scaffolding) and not a required division of tasks (skeleton).

Management

responsible for scheduling check-ins, layout goals, track progress, co-ordinate subgroups (which may mean troubleshoot areas of slowdown, personality conflicts, lack of progress issues) and provide feedback to stockholder (me) in regards to overall progress. responsible for meeting with groups and clarifying objectives, research, and providing feedback to them as stimulus.

suggested: people skills, initiative and ability to schedule for follow through.

- create & manage binder with tasks and notes on deadlines and calendar sched
- anything that doesn't get done by any other group

Art & Design

responsible for photos, drawings, sketches, mock-ups, as well as comic book publication (could be like a children's book) of basic story line for the GC. The book will need to be both in a PDF format as well as an eBook that we can publish on the Apple Store (you will need to work with the Web Dept on this) responsible also for diagrams, and illustrations for any art-related work of other groups.

suggested: artistic vision, creative, and ability to follow through.

- logos & artwork
- inspirational posters or bumper stickers
- game board design (including pieces)
- DVD cover design as well as electronic menu design
- manipulative artwork and flow

Fabricate

responsible for the actual building, manufacture, decorating, and painting of game pieces, game boards, business literature, t-shirt pressing, DVD case design, etc. responsible for deciding on materials and submitting acquisition of materials for project. responsible to consult with other groups to check on accuracy as well as make provisions for documenting the process. Included under this category would be electronic game design as well.

suggested: good with hands, ability to follow directions meticulously.

- make game board & pieces
- shirt pressings
- layout and flow and print of printed material (binding of CSB for example)

Research

responsible (clarify: all students are suggested to read given passages as final exam material will be derived from here) for creating a cohesive story line for fabricators/designers. Also need to be working closely with fabrication in game design for playability, instructional clarity, and end goal. Finally, working closely with music, art and design to make sure that visual material is appropriate and comprehensive of the message trying to be conveyed.

suggested: mind for clerical detail, enjoy reading, editing, and comparative study.

- cohesive story line of the whole GC from start to finish
- compelling arguments for Christianity (in comparison to other religious traditions)

Video & Music

responsible for shooting (with an aesthetic view--may need to co-ordinate with the Art department) video footage for all videos. responsible for editing, compositing, rendering, and titling all videos for web presentation as well as a compiled project on a presentation DVD. packaging material will be evaluated as well. responsible for podcasts as well as original music production and editing (may want to work with Art Dept here) inclusive of good narration, sound effects and other necessary qualities to give the finished product a "professional" air.

suggested: people skills, initiative and ability to follow through, creative, good planning skills useful too (storyboarding collaboration with web team and management)

- original music video (and score)
- cover of popular (and consistent with your team logo/slogan)
- any music necessary for game play or web effects

Web

responsible for generation of HTML code, proofing, editing, and completion of written material. responsible for correctly written narrative as well as script-proofing for audio/video/media content creation. responsible for creation of eBook (working with art & design) as well as any interviews or podcasts used in the project and hosted on the site. We will host on the school website on a sub-domain accessible only to us for the quarter. results (when finished) will be accessible to all via a link to the school and the instructor's web sites.

suggested: people skills, writing/editing fluently, simple coding and ability to provide feedback to other groups for follow through. an aesthetic sense would help. this is perhaps the most diverse skill set for creativity and work.

- website (fully functional, informative, and self-hosted); SUGGEST USING HTML coder
- all documentation of process and links to material

FINAL PRESENTATION

Whole team is responsible for a vespers (chapel talk, dorm vespers, Sabbath school, etc) where they will present the conclusion of their work: their shirts, designs, songs, messages, etc. This will be for the express purpose of helping others to understand the GOSPEL more clearly.

NOTES

any one person may be needed to be part of more than one group. management may have to "bail" some out or reassign people to get another task done. it is quite possible that you will find yourself at one time or another doing something you don't feel particularly good at, but it will benefit the group as a whole. welcome to life and growing up in a community. YOU CAN DO IT! try and consider the feelings and perspectives of those around you. there will be some observance of individual performance (40% of total score) but it is really up to you to work it out and get it done.

FINALLY

have fun, enjoy, and lllleeeeeaaaaarrrrrrnnnnn from the process. there are great lessons in this process. so many, many, many jobs in life work like this on a project basis. an incredible set of skills learned while ingesting absolutely precious truths. Godbless!

CLASSROOM RESOURCES PROVIDED: The following is a list of resources that the

“stockholder” will provide (not exhaustive—just ask!)

video camera (though your phones will often be much better)

tripods for steady shots

tracking hand-pods for live shots

mobile drone for live video tracking shots

audio recorders (again, your phones will often be much better)

computers for editing (audio, video)

a controlled professional green screen room

a studio space and equipment for recording music

a studio space and equipment for editing videos

crayon / colored pencils (water-art design) / paint

poster / drawing / construction paper

balsa wood / sand (at beach) / suggested modeling media

wood blocks

Please note, you will have to plan and requisition these items. the instructor can not simply

“run-out” and get them any day of the week. Think ahead to make the most of your time.

some materials will take time so plan on a lead time. This is where management can plan for

alternate activities for each group so no time is lost.