

*A suggested list of products listed by Departments as evaluated by rubrics*

**Fabrication**

Artwork (each includes rough sketches as well)

- ☐ paintings of Biblical scenes that illustrate aspects of the GC
- ☐ logo design
- ☐ business accessories (swag, bcs, bookmarks, etc)
- ☐ art for comic
- ☐ T-Shirts (designed/pressed)
- ☐ audio/video cover art or material

Construction (choose 2 of the 4 at minimum)

- ☐ a scale model of the desert sanctuary
- ☐ a playable gameboard
  - ♦ life of Christ
  - ♦ cosmic conflict (GC)
  - ♦ salvation story (road to heaven)
  - ♦ lifestyle monopoly
- ☐ portable manipulatives
  - ♦ salvation cube
  - ♦ fans/swag
  - ♦ story cubes
- ☐ puppetry paraphernalia
- ☐ electronic game
  - ♦ 1<sup>st</sup> person view
  - ♦ arcade style
  - ♦ role playing

**Web**

Self-hosted (we have to host it: no online building sites)

- ☐ media pages (pictures/videos/audio)
- ☐ people pages
- ☐ mission page
- ☐ illustrations/animations
- ☐ connected links to outside material
- ☐ all project documentation

**Comic**

artwork

- ☐ storyboard rough draft
- ☐ finalized colored version

story

- ☐ children's storybook
- ☐ final product in both printed and digital form
  - ♦ digital form 1: ePub
  - ♦ digital form 2: downloadable PDF

**LIVE PRESENTATION**

Live dynamic sharing of your material (choose 1)

- ☐ church service
- ☐ vespers program
- ☐ chapel presentation
- ☐ dorm worships

## Digital Media

### Documenting process

- ☐ interviews of all groups and variety of individuals (podcast: 3-5min)
- ☐ transcripts (in printed/digital format)

### Music

- ☐ original song / rap
  - ♦ elements of salvation
  - ♦ story song
- ☐ an original/cover song
- ☐ instrumental background intro & exit for video/podcasts
- ☐ printed score
- ☐ printed lyrics
- ☐ final form delivered in MP3 formats and on website

### Visual Production media

- ☐ storyboard of rough draft
- ☐ original video(s) {10 min media}; pick 2 of the 3 minimum
  - ♦ music video
  - ♦ animation
  - ♦ puppetry (story hour)
- ☐ informative video {10 min media}; pick 2 of the 3 minimum
  - ♦ procedural documentary
  - ♦ interviews
  - ♦ infomercials/advertising
- ☐ transcripts of videos
- ☐ final product in both DVD format and digital form

## Management

Your exemplary product is the following

- ☐ Fabrication dept score
- ☐ Web dept score
- ☐ Audio dept score
- ☐ Comic dept score
- ☐ Video dept score
- ☐ calendar creation/scheduling
- ☐ accountability meetings
- ☐ encouragement
- ☐ problem solving
- ☐ and more . . .

note: this is a list of the suggested PRODUCTS you're aiming to produce. Obviously some areas contribute in ways that aren't obvious. For example, the research team feeds everyone else information. They might also make review sheets of material for the class in preparation for review. But that's not something that shows up directly as a product. While the art department is heavily invested in the manufacturing realm, ***they are also on tap for the comic, and case design for the DVD (or any social media imagery) that the video department will need.*** Music production team is also on tap for more than just making their own specific product.