



Final Project Guidelines

There are two pathways for this Final Project, **INVENTION** and **ANALYSIS**:

Objectives of the project (INVENTION):

1. Invent a new form of play designed to increase the survival and/or reproduction of players.
2. Research the benefits of play, obtaining at least **THREE OUTSIDE SOURCES** (listed in your *Annotated Bibliography*, see below) that report relevant information about forms of play involved in your invention.
3. Describe your new form of play (how it works, when and where it is done, any rules or conventions).
4. Explain the goals of this activity:
 - Based on the different types of play discussed in class, what kind(s) of play did you try to incorporate into this activity?
 - What benefits might participants of this activity enjoy? How might these benefits increase the evolutionary fitness of practitioners?
5. Compose a *Project Summary* that describes your invention (see below).
6. Present your project to the class:
 - Using your *Project Summary* as you main prop, briefly describe your project.
 - Answer questions about your project posed by fellow students and your instructor.

Objectives of the project (ANALYSIS):

1. Choose a form of play (broadly defined) that humans engage in.
2. Research this form of play, obtaining at least **THREE OUTSIDE SOURCES** (listed in your *Annotated Bibliography*, see below) that report relevant information about your chosen form of play.
3. Describe this form of play (how it works, when and where it is done, any rules or conventions).
4. Analyze the nature of this activity:
 - Based on the different types of play discussed in class, what kind(s) of play are involved in this activity?
 - What are the costs of this activity to participants?
 - What benefits might participants of this activity enjoy? How might these benefits increase the evolutionary fitness of practitioners?
5. Compose a *Project Summary* that describes your analysis (see below).
6. Present your project to the class:
 - Using your *Project Summary* as you main prop, briefly describe your project.
 - Answer questions about your project posed by fellow students and your instructor.

Format and scope of the *Project Summary*:

1. Present your *Project Summary* as a PDF.
2. Because it will be used to aid your presentation, format your *Project Summary* as a letter-sized (8.5" x 11") landscape document (in other words, width is longer than height).
3. The text component of your *Project Summary* should be 250-500 words in length. It should be clear from reading this text whether your project is an **INVENTION** or **ANALYSIS**.

4. Your *Project Summary* should be limited to one page, although you are welcome to take liberties with the layout in order to communicate all of your ideas: just make sure that other students and your instructor can clearly read the text.
5. Use images to illustrate some of the key ideas in the written part of your *Project Summary*; make sure to cite the sources of these images (or indicate that they are your own).
6. Reference all ideas that are not your own using a numbered *Annotated Bibliography*, which should be included along with the *Project Summary* page in a single PDF document (in other words a second page of the same document). Both superscripts¹ and bracketed [2] citations are acceptable, but use a consistent format. For each citation, compose a single paragraph that explains what important information is provided by the source and how this information contributed to the *Final Project* you produced.

Citations:

1. Please use a standard bibliographical format and use it consistently.
2. Please be careful about web citations. Much of what is published on the web is unreliable. It is up to you to assess the validity of all your sources.
3. Internet references should be cited with a page title, a full URL address, and the date accessed. For example: Jensen, Christopher X J., "The Quest for the Perfect Hive", <http://www.christopherxjensen.com/2010/06/07/the-quest-for-the-perfect-hive/>, Accessed 9-Sept-2012.

Proposals:

You are required to submit a short project proposal by Tuesday, **October 23rd**. All proposals will be through the *LMS* system. Your instructor will post comments on *LMS* letting you know whether the project proposal is approved; if the proposal is not approved, you should contact your instructor during office hours, by phone, or via email.

Submission of the project:

This *Project Summary* is due on Tuesday, **November 20th @ 11:59 pm**. All work should be directly uploaded to the *Learning Management System* in *Adobe PDF* format. There is a 10% penalty per day of lateness.

Presentation of the project:

Each student will present his/her project on one of the three final weeks of the semester. Please sign up for a slot to present on the *LMS*. Because all students must be given the chance to present, presentations are limited to ten minutes each (strictly timed!). Failure to show up to class on the day of your presentation will result in a failing grade for the project and will likely lead to failure of the course.

How you will be graded:

Your grade will be primarily based on how well you meet the objectives stated above. In addition, your instructor will assess how well you expressed an understanding of how play evolves. All written work is expected to use proper spelling and grammar, except where obvious and necessary creative liberties are being taken with the language. Please see the *LMS* for sample grading sheets that provide you with a precise idea of how you will be graded.

On academic honesty:

Plagiarism of any kind will not be tolerated. All cases of suspected plagiarism will be turned over to the Registrar's office for potential referral to the academic judiciary. Please be careful to indicate the source of all ideas other than your own; this includes both direct quotes ("evolution is the science of...") and paraphrasing of books, scientific papers, and websites. Careful citation makes you seem more authoritative in whatever you write.