



Great Adventures in Evolution



Final Project Guidelines

Project objectives:

1. Choose one of the nine stories we read from *Into the Jungle* to be the focus of your *Final Project*.
 - Review each story, assessing how interesting you find the content of the story, how well you understand the main ideas/concepts, and how well you think you can creatively depict these ideas/concepts.
 - Based on your assessment, choose a story that you will focus on.
 - Although you are welcome to do additional research, the content of the particular chapter you choose should form the basis for your project.
2. Identify the key ideas and concepts that are illuminated by this story.
 - Review the chapter and identify all of the key ideas and concepts illuminated by the story.
 - Produce a concept map that will be the main feature of your *Project Proposal* (see below). This concept map should identify the key ideas and concepts of the story and show how these ideas are connected to each other and to “big ideas” in evolutionary biology.
 - Plan how you will use design elements in your chosen creative media to depict these ideas/concepts. Show these plans on your concept map.
 - Although not required, you may perform outside research to bring in additional ideas or clarify important concepts related to your chosen chapter. Just make sure to cite the sources of any information beyond the chapter you read (see *Citations* below for instructions on how to cite your sources).
3. Produce creative work that depicts these key ideas and concepts.
 - Although your work will be judged on how well it depicts ideas/concepts, it need not do so in a directly illustrative manner. Feel free to allow your creative work to be as abstract as you deem necessary, but make sure that you are prepared to explain in your *Project Summary* how you abstracted ideas/concepts from the chapter.
 - This assignment is intended to compliment your major studies, so any media that you might employ for other classes is fair game: digital art, websites, flash, animation, jewelry, an advertisement, sculpture, film, short stories, poems, graphic design, photography, painting, fashion design, architectural blueprints, prints, ‘zines, interior design, illustrations, or industrial design.
 - The best possible outcome for this project would be its incorporation into your portfolio.
 - While you will need to submit your work to your instructor, it will be returned to you within two weeks of submission.
4. Describe in a *Project Summary* how you used design elements to depict these ideas/concepts.
 - Using a paragraph or more of text, explain how you translated the concepts and ideas you identified into a creative work. Provide the reader with insight into the intellectual and creative process that resulted in the work you submitted. If your *Project Proposal* was clear and accurate, it should provide you with an outline for your *Project Summary*.
 - This summary should be typed and limited to one (1) page, although creative layout and presentation is encouraged. Be reasonable about font size, but you can go much smaller than 12 pt./double-spaced.
 - Although not required, you can include information in your *Project Summary* that you obtained from outside research. Just make sure to cite the sources of any information beyond the chapter you read (see *Citations* below for instructions on how to cite your sources).
5. Present your work to the class, explaining how you used design elements to depict important ideas/concepts from *Into the Jungle*.
 - Each student will be given ~10 minutes to present her work and answer questions from classmates.
 - You should present the actual work and explain the process that resulted in your completed work.

Citations:

1. In referencing your citations, use numbered footnotes. *For example:* “Bees that live in more complex environments have a more diversified caste system [2].”
2. Please use a standard bibliographical format and use it consistently.
3. 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.
4. 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 project proposal by **Sunday, November 11th, 2012 @ 11:59 pm EST**. All proposals will be through the *LMS* system. All project proposals must include a concept map that:

- A. Identifies which chapter of *Into the Jungle* you plan to depict;
- B. Shows all of the key ideas and concepts from your chosen chapter, including their relationships and how they relate to “big ideas” in evolutionary biology;
- C. Shows design elements you plan to incorporate into your creative project; and
- D. Connects the ideas/concepts that you want to depict (from “B” above) with the design elements you plan to use (from “C” above) and the creative media you plan to employ.

In addition to the required concept map, you may also include explanatory text in the “notes” section of the *LMS* submission page or on your concept map itself. Your instructor will post comments on *LMS* in response to your proposal; if you have any questions about this feedback, you should contact your instructor during office hours, by phone, or via email.

You are highly encouraged to submit a proposal well before the deadline, as you will only have a week to complete your project if you wait until the last minute to submit your proposal.

Submission of the project:

The project, including the required *Project Summary*, is due on **Sunday, November 18th, 2012 @ 11:59 pm EST**. Works that are electronic can be directly uploaded to the *LMS*. Works that are not electronic can be delivered during office hours; in order to avoid a late penalty, upload digital images of your work if you cannot deliver it by the deadline. *Project Summary* submission will be strictly electronic via the *LMS*. All written work must be typed and can be submitted in *Adobe PDF* format. There is a 10% penalty per day of lateness.

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 evolutionary concepts. *Your project should clearly demonstrate what you have learned in this class.* 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.