

Assembling materials for your portion of the app

On Tuesday you briefly presented the focus of your portion of the app. We want to put all the pieces together on February 25; that's about 10 days from now. Here are pieces you will need to assemble and have available on your project flash drive:

- **Establishing central text.** What portion(s) of Brand are you going to reproduce? Select those portions, copy them into an appropriately name textfile – pancakes.html – proof the text very carefully, no mistakes; format the text with appropriate html commands. The point is to have a ready-to-go file on a flash drive. {by the way, when sending any files to KT or TK, imbed your name: TomImage2.jpg}
- **Introduction to your portion of the app.** This should be brief but informative. Users won't want to get bogged down in a scholarly introduction (you can always tuck the most interesting scholarly material in annotations), but you will need to give enough information about your portion of the app so readers can decide whether to keep reading. Your introduction should therefore be engaging, perhaps even witty (if not slap-your-knee funny).
- **Critical commentary on your topic outside of Brand.** You must complete outside research on your topic. Brand wrote nearly 250 years ago. We know more now. Use the web; Google; Wikipedia. Understand that your sources may not always be trustworthy and their reliability will need to be assessed (Brand is not always trustworthy). Find similar or complementary texts on archive.org. Use the digital resources available on Stockton's library homepage – many are excellent. Write one (or more likely several) informative pieces that add depth, commentary, contrast, additional material to Brand's discussion. Write this commentary succinctly. Use reasonable parenthetical citation, and please keep track of your sources in a separate textfile – we will need to create a comprehensive list. Finally, and importantly, place your commentary into a formatted html file. You will draw from that file when creating the app.

- **Annotations.** Some commentary will be at the level of simple annotation – explaining the definition of an unusual word (*OED* work), presenting a translation from Latin, providing brief biographical material, etc. Read your central text with an eye to such annotation. Create an HTML file with all of your well-written, brief, appropriately formatted annotations. You will draw from this file when creating the app.
- **Images.** Locate copyright free images that provide appropriate illustration for your portion of the project. Save these images to a folder on your flash drive, renaming if needed (img00873.jpg has little descriptive use in a folder: cabagemace.jpg is more helpful). **IMPORTANT.** In a separate textfile please keep a running list of image name, where the image was found, and url link to that image. If you are uncertain whether an image is copyright free, send a link to Kinsella or Tompkins and ask.
- **Images 2.** You can of course create your own images, thus solving the copyright problem and, potentially, creating something that works quite well with your project. Imagine the image you need, then build (draw, paint, photograph).
- **Sound files.** You may find sound files on line that are useful. If so, they must be copyright free. More likely you will create your own sound files. If you are going to do this, start soon. Imagine the sounds you would like to have in support of your project (what does a basilisk sound like?). Then try to create that sound. If you come up with something helpful, save it with the rest of your materials to your project flash drive.
- **Movie files.** Creating movie files for the app is the most ambitious goal. The app displays movies well enough – that’s not the problem. Achieving the appropriate quality to display is the trick. If you think you can do this in a way that opens up, supports, or otherwise enhances your project, have at it.

Ken and I stand ready to help you through email or in person. Please ask us.