

Adaptation Creation

ENGL 202: Engaging English

For your final project for this semester, you will not write a traditional research paper or explication essay. Rather, as a break from normal end-of-semester work, you'll have a chance to flex your creative muscles. You will choose one of the four options below and formulate your own project, which will either be accompanied by (options 1 and 2) or include (options 3 and 4) a short paper where you give context for your project. This should include discussing both your process and the creative choices you made in designing the project. This will give your readers context for your project and your choices. It is also a chance for you to let me know how the process went—what you're proud of, what you're unsatisfied with, etc.

A word of caution: creative projects that you have planned and are invested in will turn out better than projects you pinch hit at the last second—it will be harder to explain the process of a crayon line drawing you did in ten minutes than it will be for something you put time, thought, and effort into, as you will have experience (and an actual process) to draw on and write about.

You may:

1. **Reproduce an aspect of one of our syllabus texts in a creative way** (ex. illustrate a scene, create a screenplay, rewrite a scene from the perspective of a different character, create a 3D model of an artifact from a text, create an in-character series of TikToks, write a song, etc.). This option must be accompanied by a short (2-3 pp.) paper where you explain your creative choices and process.
2. **Create something unconnected to one of our syllabus texts but still related to course themes of retelling and adaption.** This might take the same form of any of the options listed for option 1, just for an alternate text or one completely of your own making (ex. recording your own D&D oneshot, writing an original short story, composing a poem, writing something in the style of one of our texts, etc.). This option must be accompanied by a short (2-3 pp.) paper where you explain your creative choices and process.
3. Read a book, watch a film, play a video game, or consume some form of media as well as its adaptation. **Write an analytical review (5-7 pp.)** where you discuss the texts and how they adapt their source material. Part of your paper should include a discussion of your choices in selecting this given movie/show/album/etc.
4. **Write an analytical essay (5-7 pp.) that analyzes some aspect of one of our course texts.**

If you have an idea that doesn't seem to line up with one of these four categories, come talk to me and we can brainstorm a different way to complete this project.

This project may be completed as a group. If you wish to do this, your whole group needs to come talk to me **no later than 4/15**. You will need to create a schedule for project completion (in order to make sure that you are able to actually schedule meetings with each other!) and a statement of responsibility to keep everyone accountable.

The creative project is due 5/4 by 11:59 pm. It is worth 25% of your grade.

This project must be submitted on Brightspace in a readable file type that matches the format of your project. Your explanation paper must be submitted as a Word doc (.doc or .docx) or PDF. Any other file type will not be accepted and will receive a 0. Please make sure that your paper is in double spaced 12-point Times New Roman with 1” margins. You should cite all quotes from your text as well as any and all of your sources in Chicago or MLA.

Rubric

- An A project will be well-designed and offer depth and originality in its creative choices and its translation of media in an easy-to-follow way. It will proficiently and specifically express its points, themes, and opinions. It will reference its source material (be it in the accompanying paper or in the review) with specific details and discussion. It will have clear connections to the class or text’s theme.
- A B project will share many of the features of an A project, just to a still-developing degree. Its creative choices or translation of media will be clear, but some of the structure will be redundant or disjointed. Its points, themes, and opinions will be expressed, but in a way that needs further development or to be pushed further. It will reference its source materials but be lacking in specifics or clear connections to the class or text’s theme.
- A C project will be a perfectly average project. Its creative choices or translated media will be surface-level, and the structure will be loosely connected. The points, themes, and opinions it expresses will remain general or occasionally disconnected. It will reference the source material but may not provide details or discussion. Its connection to class themes and/or the source text’s theme will be vague.
- A D project will be hard to follow. Its creative choices will be unfocused, and its structure seriously lacking. Its points, themes, and opinions will not be connected. It will not reference source material, course, or text themes.
- An F project will be off topic, incoherent, or otherwise severely lacking. A person who fails to turn in their project will receive an F.