

THE RAFAEL THORNE PUBLISHING PROJECT



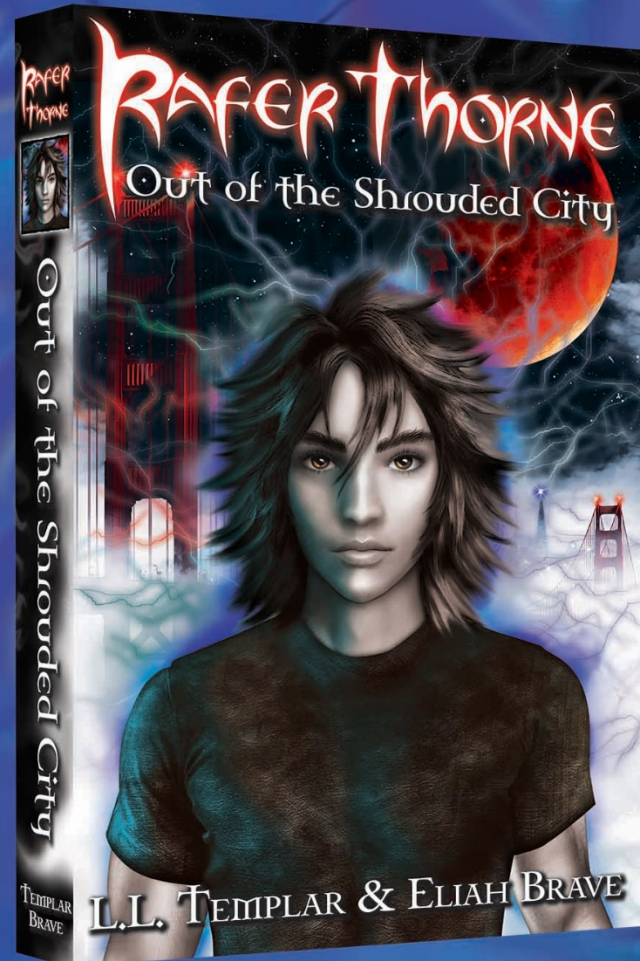


- A project for students in the visual arts, creative writing, music and drama.
- An experience in collaborative creativity.
- An opportunity to publish, perform

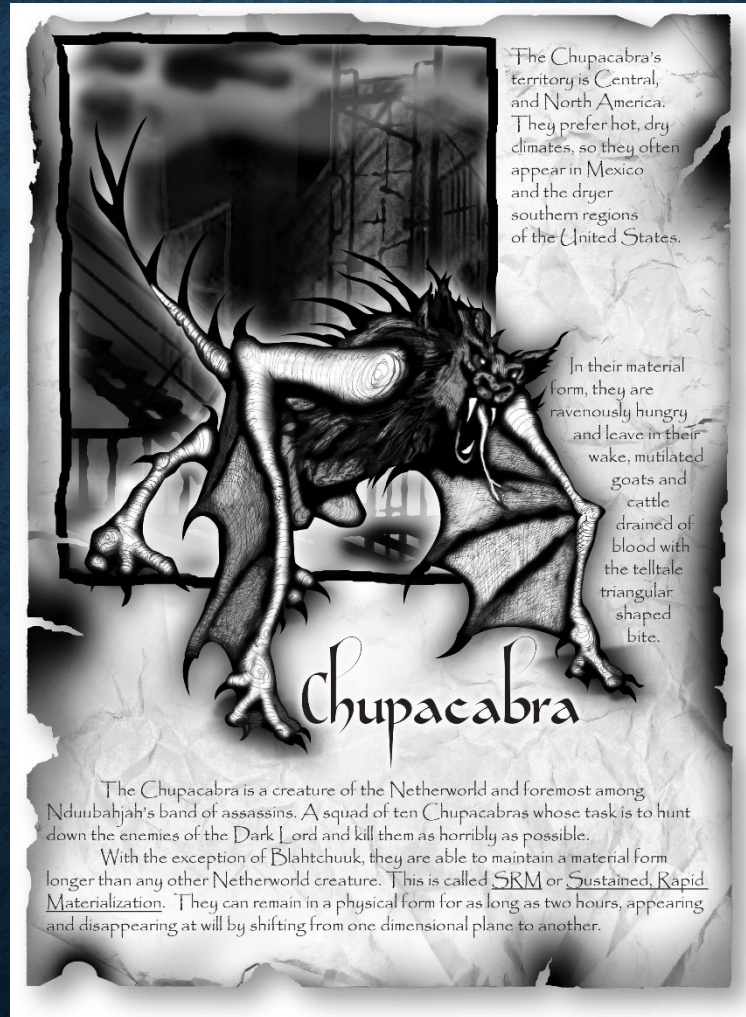
PUBLISHING



RAFER THORND II



BACKSTORY



The Chupacabra's territory is Central, and North America. They prefer hot, dry climates, so they often appear in Mexico and the dryer southern regions of the United States.

In their material form, they are ravenously hungry and leave in their wake, mutilated goats and cattle drained of blood with the telltale triangular shaped bite.

Chupacabra

The Chupacabra is a creature of the Netherworld and foremost among Nduubahjah's band of assassins. A squad of ten Chupacabras whose task is to hunt down the enemies of the Dark Lord and kill them as horribly as possible.

With the exception of Blahtchuuk, they are able to maintain a material form longer than any other Netherworld creature. This is called SRM or Sustained, Rapid Materialization. They can remain in a physical form for as long as two hours, appearing and disappearing at will by shifting from one dimensional plane to another.

ILLUSTRATION





CHARACTER DEVELOPMENT



COMICS AND FIELD GUIDES



TRANSMEDIA PROJECTS

- Card Game
- Interactive eBook
- Animated Book Trailer
- Fantasy Website
- Audio Book

CARD GAME



FANTASY WEBSITE



AUDIO BOOK



EBOOK



THESIS PROJECT

- 1. Qualitative Research Paper.
- 2. A project plan that can be used as a model for similar cooperative projects in the future.
- 3. Completed Manuscript for the main story line.

RESEARCH PAPER

- Research Questions
- Literature Review
- Case Study
- Subject Selection, IRB Approval

RESEARCH QUESTIONS

- (1) What is the new educational practice of cooperative project based learning applied to a transmedia venue?
- (2) How are students who participate in cooperative projects with peers and professionals effected in forming their identities and career goals as well as the acquiring of professional skills, both practical and interpersonal?
- (3) For these students, family and professionals who work together on the project, what are the engaging and appealing aspects that might inform instructional and working practice to create a useful model for similar projects?

SIMPLIFIED

- What does a cooperative transmedia project look like?
- How are the students and peers effected?
- How do we apply the research in creating a model for future projects?

CASE STUDY

- Using *OECD Innovative Learning Environments* project case studies as a Model.
 - **Observations.** A record to use as a working model
 - **Analysis.** Applying research to practice.
 - **Conclusion.** To inform future projects.

OECD, Center for Educational Research and Innovation. “Innovative Learning Environments, Educational Research and Innovation.” OECD Publishing. Paris. (2013): 5-20. PDF File.

LITERATURE REVIEW

- Tubin, Dorit, “Makor Chaim Yeshiva High School: Kibbutz Kfar ETzion, Israel.” Case Study. *OECD Innovative Learning Environments, educational research and Innovation*. OECD Publishing. Paris. (2012): 5-20. PDF File.
- Schritteser, Ilse and Sabine Gerhartz, “New Secondary School Europaschule Linz, Austria.” *OECD Innovative Learning Environments, educational research and Innovation* OECD Publishing. Paris. (2012): n. pag. PDF File.
- Ramseir, Erik and Anne Von Gunten. “Beatenberg Institute, Bern, Switzerland.” Case Study. *OECD Innovative Learning Environments, educational research and Innovation* OECD Publishing. Paris. (2013): n. pag. PDF File.

CASE STUDIES CON

- Arizamendi, Anselmo. Center for Studies on Design at Monterey. Nuevo Leon, Mexico."Case Study. OECD Publishing. Paris. (2013): 5-23. PDF File.
- Sweeney, Christopher. "The synthetics project: a High School Studio Lesson." *SchoolArts: Journal*. 6 October (2013): 30-31. Print.
- Kelso, Elizabeth and Lauren Kaushansky. "The Living Book Project: A Portrait of Collaboration." *English Journal* 103.3 (2008): 56-63. Print.
- Fisher, Paige. "Community of Learners Network, British Columbia, Canada." Case Study. OECD Publishing. Paris. (2013): 2-36. PDF File.

IRB APPROVAL AND SUBJECT SELECTION

- **Subjects selection:** The participants in this project will be students in creative arts from elementary age, to college seniors, their parents and professional volunteers in the community. Part of the challenge will be how to integrate into a working model this diverse group.
- **IRB Approval and permissions.** This project has passed IRB approval at SOU. Approved consent and assent forms for participants have been signed. This includes parental consent for minors and assent from minors both verbal, and in writing.
- **Written consent for audio recordings** have also been given.

Deborah d'Este Hofer MM. Institutional Review Board

Grants Administration Hofer@sou.edu

THE MASTER PLAN

- Detailed Master Outline.
- Working Model.

Master Outline

I. Manuscript

- A. Main Story Line {Lena}
- B. Colette Side Story {Gary}
- C. Archibald Side Story {Claire}
- D. Netherbugs backstory (Zack)
- E. Heros and Villans (April)
- F. Monsters {Max, Gary}

II. Card Game

- A. Design (Jordan)
 - 1. [Example]
 - 2. [Example]
- B. Art {Clair, Lena, Gary}
 - 1. [Example]
 - 2. [Example]
- C. Kickstarter {Zack}
 - 1. [Example]
 - 2. [Example]

III. Art

- A. Manga {Emma}
 - 1. [Example]
 - 2. [Example]
- B. Illustrations {Lena, Gary, April, Claire}
- C. Map. (Lena, Claire, April)

A WORKING MODEL

- Communication Guidelines.
 - Rubrics
 - Ground rules for ownership of intellectual property.
 - Templets for Collaborative Communication
 - Legal Contracts
- Time Management.
 - Schedules
 - Deadlines

EXAMPLES

RUBRIC: KYNDMAHNDUU RPG PLAYING CARDS

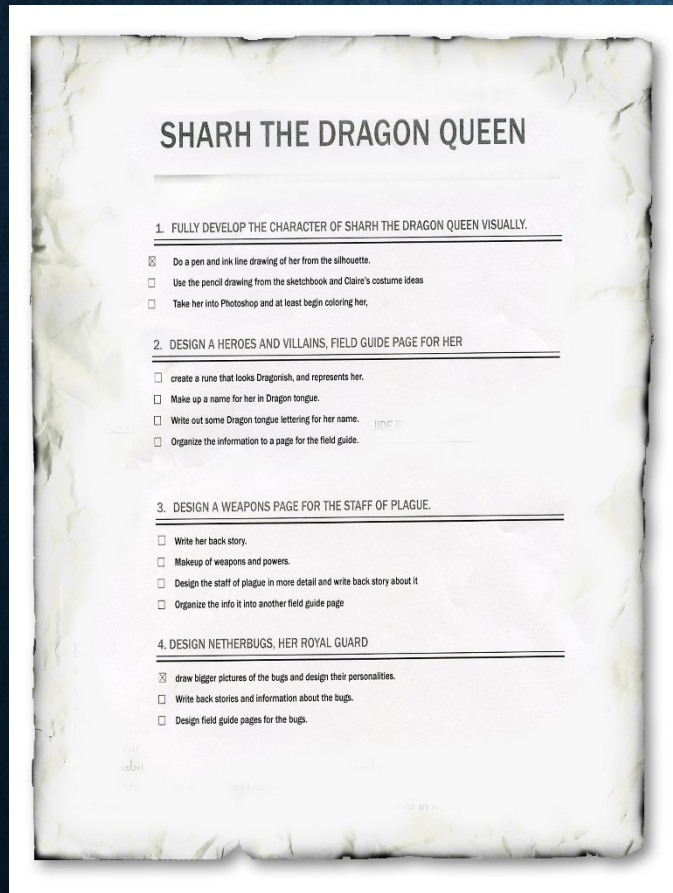
Source Material: HEDGES, WARREN "HOW TO CREATE A RUBRIC" SOUTHERN OREGON UNIVERSITY, ASHLAND. 18 NOV 2015. LECTURE.

Criterion	Insufficient	Sufficient	Really Good
ART	<p>Boring or clashing color palate. sloppy and standard uninteresting illustrations that have no unique elements They do not accurately depict the character in the novel. No attention to costume design.</p>	<p>Color palate is sufficient, but not interesting or too colorful. However it does not clash. Illustrations are well drawn, but not in an unique or interesting style. Character depiction is standard but does not depict unique or interesting aspects. Only rudimentary attention to Costume.</p>	<p>Colorful. (The trick is vivid color without clash, by limiting a bright palate) Interesting illustrations, above and beyond content. Clear depiction of the characters consistent with the novel. A unique style. Costume design fitting the role of the character and their culture in the novel</p>
DESIGN	<p>Type does not reinforce the overall design of the composition. The composition is too busy without negative space.</p>	<p>Uses visual hierarchy, negative space, scale differences, and/or type as a visual element, but not entirely successfully. Not overly busy, and shows information in a usable format. Each Card is design is successful as independent piece, but does not follow an overall "look" for the game as a whole.</p>	<p>Uses all of these elements in a way that is, in itself, visually interesting and unique. Each cad design is consistent with each other, and with the overall look of the game.</p>
WRITING	<p>Writing on the cards is either too detailed, or unclear. It is not sufficient for game play. The description of the game is not clear, and either too detailed, Or confusing. And not consistent with the story world. The rules are unclear and inconsistent.</p>	<p>The information on the cards is readable and understandable. The description of the game is clear and consistent with the story world. The rules are concise and understandable.</p>	<p>The writing contains all this, but is also fascinating, creative and extends the story world into new vistas. It is fun, entertaining and humorous.</p>

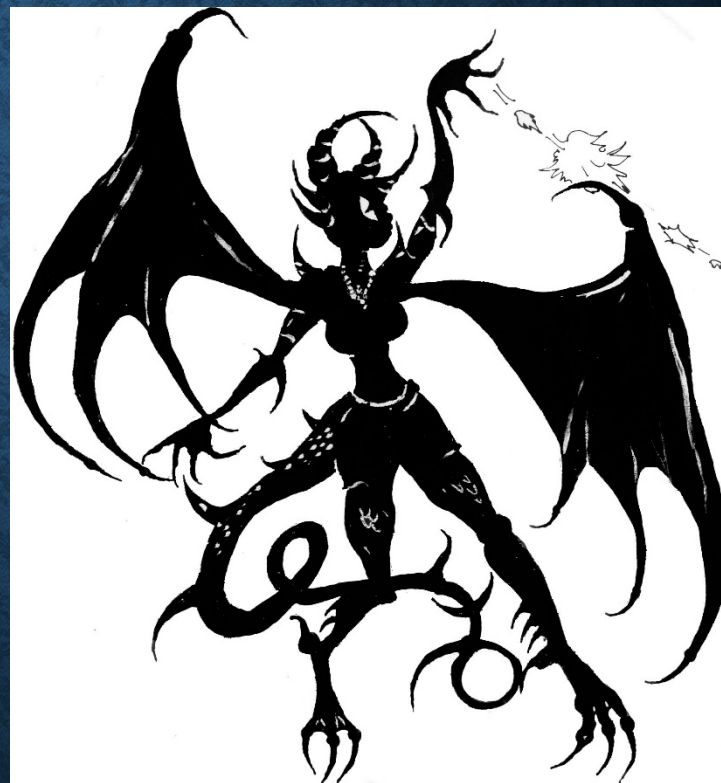
COLLABORATIVE COMMUNICATION

CONCEPT ART DOCUMENT: CHARACTER DESIGN

INADA, MILES. "CONCEPT ART" SOUTHERN OREGON UNIVERSITY, ASHLAND 2 DEC 2015 •



SHARH DRABGUUL



COLLABORATIVE MANUSCRIPT FOR RAFER THORDE II

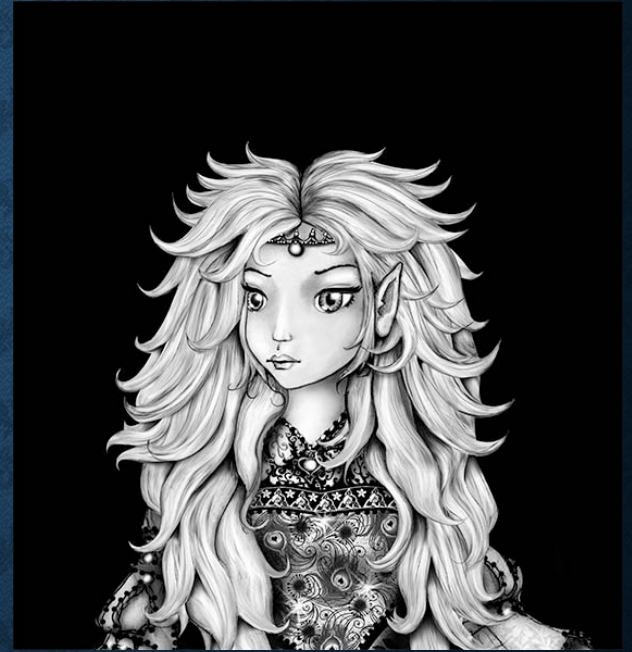
- Completed first draft of the Manuscript for the main story line.
- Collaborative effort, between the main author and student authors merging their writing talents.
- The story is a continuation of the first novel, where the Halfling Heroes continue their adventures in the fairy world of Kynmahnduu.
- Sketches of artwork and where it is placed in the manuscript will also be included.

WHAT WILL MY COMPLETED MASTER THESIS BE?

- Research Paper
- Master Plan
- Manuscript

FINAL
PRESENTATION

CREATIVE ARTS SHOW



THE FUTURE

CREATIVE ARTS SUMMER CAMP





