

Technology Issues in SF DSP—Winter 2007—Student Materials
Balboa High School AOIT (Academy of Information Technology)

Materials Developed by:

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- Jennifer Dick—4th Period—American Literature

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Video Shorts on Technology

Aim: To create a short video on how technology is used by certain industries in San Francisco.

Requirements: Use of still images, video, interviews (on camera or audio preferred) with industry professionals, and a rehearsed voiceover script.

Tools: Premiere, Photoshop, MS Office, use of video and still digital cameras, storyboarding, interviewing sources, using the Internet for research and images, citing sources.

Topics to Choose From:

1. Aerospace (space shuttle, rockets...)
2. Advertising (on the web, electronic billboards, on cell phones...)
3. Computers (hardware, software)
4. Construction (homes, malls, skyscrapers...)
5. Electronic-waste (recycling old computers, phones, stereo equipment, TVs...)
6. Architecture (design, structural engineering...)
7. Law Enforcement (police communication, criminal tracking devices...)
8. Fire Fighters (communication, protection...)
9. Emergency Services: (FEMA, earthquake, typhoon rescue and recovery...)
10. Healthcare (hospitals, ambulance, organ donor network, artificial organs/limbs, robot surgery, MRIs...)
11. Government (local, national, international...)
12. Retail (predicting trends, design, wireless chips instead of barcodes, paying with cell phones...)
13. Hospitality and Tourism (hotels, rental cars, booking plane tickets online...)
14. Internet (online gaming, social networking, music and video downloads...)
15. Publishing (books, magazines, online...)
16. Art and Design (digital art, video art, robotics, web-based art, designing furniture and household items, ergonomics...)
17. Engineering (cars, planes, personal spaceships, motorcycles, bridges, tunnels...)
18. Shipping/Distribution (UPS, FedEx, postal service, trucks, airlines, trains...)
19. Education (K-12, college, online classes, online grading, online degree programs...)
20. Finance (stock markets, Fed banks and Treasury, personal banking...)
21. Personal transportation (public, cars, trucks, boats, airlines, trains, rockets...)
22. Libraries (K-12, college, presidential, local, private...)
23. Justice System (local and national courts, prisons, DAs...)
24. Military (missiles, rockets, aircraft, chemical and germ warfare, guns and ammunition...)
25. Telecommunication (cell phones, satellite, cable)
26. Manufacturing (sneakers, food, clothing, DVDs, phones)
27. Nonprofits (education, community outreach, fundraising...)
28. Pharmaceutical (chemistry and genetics to create medicine; research, patents, mfg...)
29. Entertainment (films, TV, music, animation, gaming...)
30. Sports (training, performance enhancers, broadcast, medicine...)
31. Science (Chemistry, Biology, Physics, Genetics, Human Genome...)



Bal A OIT Technology in San Francisco Digital Storytelling Project

Schedule

Balboa High School Academy of Information Technology

Week of Dec. 11

- **Project packet handed out to students—Dick**
- **Topics selected—Dick**
- **Students start research—Rosenberg.**
- **Students start storyboard—Haeberli.**
- **Students start constructing interview questions—Rosenberg.**
- **Students begin process timeline log—Rosenberg.**

Winter Break

- **Final storyboard—Haeberli.**
- **Scripting voiceover, Draft 1—Dick.**

Week of Jan. 2

- **Interviews—Rosenberg.**
- **Editing draft 1 of voiceover—Dick.**
- **Voiceover performance lesson—Rosenberg.**
- **Digital asset collection—Haeberli.**
- **Practice voiceover performance—Rosenberg/Dick.**
- **Editing draft 2 of voiceover—Dick.**

Week of Jan 8

- **Interviews—Rosenberg.**
- **Editing draft 3 of voiceover, including introduction & conclusion—Dick.**

Week of Jan 16

- **Pearson residency—Haeberli/Rosenberg/Dick.**
- **Final films due—Haeberli/Rosenberg/Dick**

Week of Jan 22

- **Final exams—Haeberli/Rosenberg/Dick**
- **Reflection paper due—Dick.**
- **Project process log and timeline due—Rosenberg.**



Bal A OIT Technology in San Francisco Digital Storytelling Project

Balboa High School Academy of Information Technology Group Organization Sheet

Directions: To help keep your group on-track for success, this time your teachers are requiring group members to document what part they have played in the group and have teachers verify that work is being done on time.

Group Member 1	Group Member 2	Group Member 3

Completed by Group			Completed by Teachers	
Due Date	Element	Person Responsible	Date Completed	Teacher Sign-Off
	Research Subtopic:			
	Research Subtopic:			
	Research Subtopic:			
	Rough Storyboard			
	Final Interview Questions			
01/02/07	Voiceover Script, Draft 1			
	Digital Asset Collection			
	Final Storyboard			
	Voiceover Script, Draft 2			
	Voiceover Script, Draft 3			

Computer Office Systems Rubric

	A	B	C	D	F
Final Grade	100 –90 points	89-80 points	79-70 points	69-60 points	59 points or less
Digital images	All digital images are in focus, clear and framed.	Some images are out of focus, not clear and poorly framed.	Around half the images are out of focus, unclear and poorly framed.	Most of the images are unclear and of poor quality.	Images are unclear and of poor quality.
Recorded Sound	All recorded sound is clear and of high quality.	Some recorded sounds are unclear and of lesser quality.	Around half recorded sound is unclear, of poor quality or missing.	Most recorded sound is unclear, of poor quality or missing.	Recorded sound is unclear, of poor quality or missing
Storyboard	Storyboard is neat and clearly outlines how the video will be assembled by incorporating image, sound, and dialogue.	Storyboard is not neat and is unclear in some places about how the video will be assembled by incorporating image, sound, and dialogue.	Storyboard is messy and is largely unclear about how the video will be assembled by incorporating image, sound, and dialogue.	Storyboard is messy or incomplete and is unclear about how the video will be assembled by incorporating image, sound, and dialogue.	Storyboard is messy, incomplete or hasn't been done.
Premiere	Video edited in Premiere offers a logical and error free narrative that clearly explains how the technology works and how it is useful to those who use it. Displays a mastery of basic editing skills such as transitions, pairing sound to image, and continuity.	Video edited in Premiere has a few errors such as lack of sound, illogical transitions etc. Video doesn't offer a completely logical and error free narrative that clearly explains how the technology works and how it is useful to those who use it.	Video edited in Premiere has errors such as lack of sound, illogical transitions etc. Video doesn't offer a logical and error free narrative that clearly explains how the technology works and how it is useful to those who use it.	Video edited in Premiere has many errors such as lack of sound, illogical transitions etc. Video doesn't offer a logical and error free narrative that clearly explains how the technology works and how it is useful to those who use it.	Video edited in Premiere has significant errors such as missing shots, scenes etc. Video doesn't offer a logical narrative that explains how the technology works and how it is useful to those who use it.

You will be given grades on this project in Computer Office Systems, U.S. History, and American Literature. Below are the project requirements that Mr. Rosenberg will be looking for and grading you on for your U.S. History project grade.

Your final U.S. History project submission will include:

- a. Interview: prepared questions, signed off by teacher.....35 points
- b. Audience analysis.....35 points
- c. Timeline.20 points

Typed, double-spaced

Should describe the following topics:

- Planning research
- Gathering digital assets
- Performing interviews
- Writing/Recording VO
- Organizing/uploading digital assets
- Editing process

	A	B	C	D	F
Voiceover Performance	Clear diction and good volume makes words easy to understand, appropriate change of inflection keeps interest of listener and aids in understanding.	Fairly strong diction and volume, generally well-inflected for listener interest and understanding.	Diction and/or volume needs some work, vocal inflection attempted but still needs work.	Words are hard to understand, little inflection—voiceover is read mostly in a monotone voice.	Words are hard to understand, little inflection—voiceover is read entirely in a monotone voice.
Interview	At least 10 questions prepared on time; questions are well-researched and are highly relevant to community and industry issues.	At least 8 questions prepared on time; questions are well-researched and are relevant to community and industry issues.	At least 7 questions prepared on time; questions are well-researched and are mostly relevant to community and industry issues.	At least 7 questions prepared on time; questions are mostly relevant to community and industry issues.	Less than 7 questions prepared on time; questions are off-topic and/or are not relevant to the research topic at hand.
Audience	Voiceover, interview questions, and film are all directed to an adult, professional audience with great success.	Voiceover, interview questions, and film are all directed to an adult, professional audience with success.	Voiceover, interview questions, and film are all directed to an adult, professional audience with some success.	Voiceover, interview questions, and film are attempted to be directed to an adult, professional audience but need more guidance.	Voiceover, interview questions, and film are not directed to an adult, professional audience: slang and/or inappropriate language used.

	4	3	2	1
Delegation of Responsibility	Each student in the group can clearly explain what information is needed by the group, what information s/he is responsible for locating, and when the information is needed.	Each student in the group can clearly explain what information s/he is responsible for locating.	Each student in the group can, with minimal prompting from peers, clearly explain what information s/he is responsible for locating.	One or more students in the group cannot clearly explain what information they are responsible for locating.
Group Timeline	Group independently develops a reasonable, complete timeline describing when different parts of the work (e.g., planning, research, first draft, final draft) will be done. All students in group can independently describe the high points of the timeline.	Group independently develops a timeline describing when most parts of the work will be done. All students in group can independently describe the high points of the timeline.	Group independently develops a timeline describing when most parts of the work will be done. Most students can independently describe the high points of the timeline.	Group needs adult help to develop a timeline AND/OR several students in the group cannot independently describe the high points of the timeline.
Completion	Group had each part of the project completed as listed by the direction sheet.	Group was missing 1 item listed on the direction sheet.	Group missed 2 items listed on the direction sheet.	Group completed less than 2 items as listed by the direction sheet.
Quality of Sources	Researchers independently locate at least 2 reliable, interesting information sources for EACH of their ideas or questions.	Researchers independently locate at least 2 reliable information sources for EACH of their ideas or questions.	Researchers, with some adult help, locate at least 2 reliable information sources for EACH of their ideas or questions.	Researchers, with extensive adult help, locate at least 2 reliable information sources for EACH of their ideas or questions.

Military Technology

<http://www.warscholar.com/Year/TechnologyOutline.html>
http://en.wikipedia.org/wiki/Military_technology_and_equipment
<http://www.britannica.com/eb/article-10412/history-of-technology>

Medical technology

http://en.wikipedia.org/wiki/History_of_medicine
<http://www.ispub.com/ostia/index.php?xmlFilePath=journals/ijmt/vol2n1/medical.xml>
<http://www.history.ac.uk/ihr/Focus/Medical/web.html>

History of Internet Technology

<http://www.walthowe.com/navnet/history.html>
http://www.netvalley.com/cgi-bin/intval/net_history.pl?chapter=1
<http://www.isoc.org/internet/history/brief.shtml>
http://en.wikipedia.org/wiki/History_of_the_Internet

Technology use with Non-Profits

There is a growing movement that believes that the Internet should be free and available for everyone. They also believe that software should be made available for free. This could be looked at like an Anarchistic aspect of the virtual world. The idea is called "open source".

<http://www.nosi.net/>
<http://www.eff.org/>
http://en.wikipedia.org/wiki/Category:Nonprofit_technology

Hospitality and Tourism

http://en.wikipedia.org/wiki/Travel_technology
http://www.interactivetours.com/its/htdocs/about_itours.htm
<http://en.wikipedia.org/wiki/I-Tours>
<http://www.htmagazine.com/HT/index.shtml>
<http://www.commdc.com/hospitality.htm>

Engineering

There are many types of engineering. You'll need to do some research on what fields you are interested in reporting on. I suggest that once you choose three fields of engineering, you then search with topics like: "history of _____ technology".

<http://www.greatachievements.org/>
<http://www.loc.gov/rr/scitech/SciRefGuides/eng-history.html>
http://www.pafko.com/history/h_intro.html
<http://www.creatingtechnology.org/history.htm>

Entertainment

You will be looking at Stage, Radio, Movies, Television, Internet, Telephone...there is a lot here.

Radio: <http://inventors.about.com/od/rstartinventions/a/radio.htm>
<http://history.sandiego.edu/gen/recording/notes.html>
<http://www.californiahistoricalradio.com/100years.html>

Movies: http://en.wikipedia.org/wiki/History_of_film
<http://inventors.about.com/library/inventors/blmotionpictures.htm>
<http://www.widescreenmuseum.com/oldcolor/technicolor1.htm>

Telephone: <http://inventors.about.com/library/inventors/bltelephone7.htm>
http://en.wikipedia.org/wiki/History_of_mobile_phones
<http://www.translucency.com/frede/telephone.html>

Education: <http://www.csulb.edu/~murdock/histofcs.html>
<http://en.wikipedia.org/wiki/Education>
<http://www.geocities.com/capecanaveral/campus/7941/paper2h.html>

Transportation

http://en.wikipedia.org/wiki/Timeline_of_transportation_technology
http://americanhistory.si.edu/onthemove/themes/story_50_1.html
http://transportationhistory.suite101.com/blog.cfm/what_is_transportation_history_overview_1

Aerospace

<http://en.wikipedia.org/wiki/Aerospace>
<http://www.wff.nasa.gov/about/history.html>
<http://www.hq.nasa.gov/office/pao/History/links3.htm>
http://www.centennialofflight.gov/essay/Evolution_of_Technology/Tech-OV1.htm

Fire Science

<http://firechief.com/technology/>
<http://www.answers.com/topic/fire-protection>
<http://www.swri.org/4org/d01/fire/home.htm>
www.springerlink.com/index/N7N23373H0466L11.pdf

Computers

http://www.ipp.mpg.de/de/for/bereiche/stellarator/Comp_sci/CompScience/csep/csep1.phy.ornl.gov/ov/node8.html
<http://en.wikipedia.org/wiki/Computer>
<http://lecture.eingang.org/>
<http://www.tcf.ua.edu/AZ/ITHistoryOutline.htm>

Created by Michael Rosenberg

Created by Michael Rosenberg



Storytelling Project

Balboa High School Academy of Information Technology

Ms. Dick

You will be given grades on this project in Computer Office Systems, U.S. History, and American Literature. Below are the project requirements that Ms. Dick will be looking for and grading you on for your American Literature project grade.

Your final American Literature project submission will include:

- Due Dates**
- 01/02/07 a. Voiceover Script: 100 points total
 - i. Voiceover script rough draft.20 points
 - 01/08/07 ii. Draft 2 & Edit15 points
 - 01/12/07 iii. Draft 3 & Edit15 points
 - 01/16/07 iv. Final draft of voiceover script marked for performance.50 points

 - 01/22/07 b. ***Typed, double-spaced*** 3 page reflection paper.100 points
Should touch on the following topics: 1/2 page paragraph per topic will guide to towards an A or B!
 - i. Your role in the group/division of labor.
 - ii. Describe the process you went through to complete the project.
 - iii. The most valuable lesson you learned (can be fact-based or experiential).
 - iv. Look at the Habits of Mind discussed so far: How did they play a part in this project?
 - v. What you would specifically do differently next time.
 - vi. The portion of the project that you are the most proud of.

	A	B	C	D	F
Final Draft of Voiceover Script: 50 points	Organized for maximum impact, edited for precision, professional language and technical vocabulary used correctly, has a catchy intro and satisfying conclusion.	Well-organized, carefully edited, professional language and technical vocabulary used correctly, has effective intro and conclusion.	Organized, some light editing needed, professional language and technical vocabulary used with one or two errors, has an intro and conclusion, but needs work.	Organization needs work, more editing needed, professional language and technical vocabulary used with 3-5, missing intro or conclusion.	Little to no organization evident, much editing needed, professional language and technical vocabulary used with 6+ errors or not used at all, missing intro & conclusion.
Reflection Paper: 100 points (1/3 of final exam grade)	<u>50 p. Content:</u> Paper is very thoughtful and makes many interdisciplinary connections, addresses all points outlined. <u>25 p. Formatting:</u> 3+ pages long, double-spaced, typed, 12 pt. Times New Roman. <u>25 p Grammar & Mechanics:</u> Spelling, punctuation, and grammar are correct and sophisticated. Minor editing would perfect.	<u>50 p. Content:</u> Paper is thoughtful and makes some interdisciplinary connections, addresses all points outlined. <u>25 p. Formatting:</u> 3 pages long, double-spaced, typed, 12 pt. Times New Roman. <u>25 p Grammar & Mechanics:</u> With minor exceptions, spelling, punctuation, and grammar are generally correct (fewer than 5 errors) and do not distract the reader.	<u>50 p. Content:</u> Paper is thoughtful and makes some interdisciplinary connections, addresses all points outlined. <u>25 p. Formatting:</u> 3 pages long, double-spaced, typed, 12 pt. Times New Roman. <u>25 p Grammar & Mechanics:</u> Writer shows general controls over spelling, punctuation, and grammar, but mistakes are present. Serious editing	<u>50 p. Content:</u> Paper reads shallow and makes few interdisciplinary connections, addresses some points outlined. <u>25 p. Formatting:</u> Less than 3 pages long, not double-spaced, not typed. <u>25 p Grammar & Mechanics:</u> Writer shows limited control over spelling, punctuation, and grammar. Numerous mistakes make it difficult to determine meaning.	<u>50 p. Content:</u> Paper reads shallow and makes no connections, addresses few points outlined. <u>25 p. Formatting:</u> Less than 3 pages long, not double-spaced, not typed. <u>25 p Grammar & Mechanics:</u> Serious errors in spelling, punctuation, and grammar make paper difficult to read. Errors interfere with reader understanding..

		Some editing needed.	needed.		
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Voiceover Script Elements

You have a number of different elements to juggle in your voiceover script:

Introduction	Conclusion	Facts/Research	Analysis of Research	Interview
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Suggested order of writing:

1. Facts/Research—Decide on key facts that you want to present to the audience. See Mr. Rosenberg for help.
2. Analysis of Research—Explain to audience what makes these facts important and significant. Why do these facts matter? See Ms. Dick for help.
3. Interview questions—Once you have some background in your topic (through your research), you will be able to craft better interview questions. See Mr. Rosenberg for help.
4. Introduction—Should be catchy but tasteful. See Ms. Dick for help.
5. Conclusion—Should remind audience why your topic is important. See Ms. Dick for help.

Which elements do you think will be the easiest? Why? Write 2 sentences.

Which elements do you think will be the hardest? Why? Write 2 sentences.

Technology Issues in San Francisco Digital Storytelling Pre-Film Inventory

Group _____

1. _____
2. _____
3. _____

In a week, you and your group will start assembling your documentary film. In your groups, take an inventory of what you've already done, what you need to do, and when you will have it done by.

Task	Haven't Started	Working On	Finished	Must be completed by
Interview Questions				
Interview				
Research				
Voiceover Intro & Conclusion				
Voiceover Timed at _____ min & _____ sec				
Storyboard				
Digital assets—footage, pictures				

Technology Issues in San Francisco Digital Storytelling Pre-Film Inventory

Group _____

1. _____
2. _____
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