ENGL WRTG121 Composition II Researching The Public Experience

MW, 9:30am-10:45pm, Room: Pray-H 4148, (CRN: 27339)

Instructor: Christopher Stuart

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Office Hours: M/W: 8:30-9:30 or by Appointment

Course Website: RhetoricalInn.weebly.com

Official Course Description

This course focuses on academic writing and inquiry. Students use multiple modes of research to develop literacy used in academic and other public contexts. Through extended reading and writing, students engage in the process of writing researched essays that reflect conventions of standard written English and standard documentation styles.

Objectives

- Write rhetorically conscious and persuasively (Rhetorical Knowledge).
- Practice different research methods, learning to conduct primary and secondary research (Research Process).
- Develop awareness of different citation/writing styles and their purpose (Style Conventions).
- Compose using digital technologies, understanding the possibilities and constraints of these modes. (Multimodal Design).
- Engage in peer review, receive instructor feedback and work through revision and meeting deadlines (Reflective Interaction).

Format

This class is designed as a multiplayer game. You are the **players**. I am the **game master**. Every player will create an **avatar** that will represent them in the game. I will serve as your guide through the *Rhetorical Inn*. You will journey through four **chapters** (units), completing both **quests and adventures** (assignments), deal with **random encounters** (impromptu presentations), **craft** (multimodal components), conduct **strategy sessions** for raids (peer review), and fight four **raid bosses** (projects).

With the class being designed as a game, the player has agency to forge his/her own path to success. **Adventures/quests**, **crafting**, and **raids** will all have variations based on what **class/specialization** the player chooses. The first specialization will be chosen when the player's avatar is created, but if the player wishes to **respec**, it will cost a small fee (a 200 word rational). The classes/specializations are as follows: **Warrior, Mage, Bard, and Ranger** (view website for details).

Each chapter will be completed when the **quest log** (invention portfolio) is submitted to the game master for evaluation. The four chapters and following **bug report** are described as follows:

Chapter Report	Raid Description	Potential Experience Points
The Rhetorical Inn	Solo Raid. Players will learn about research methods such as work nets and controversy mapping, then will write a research proposal for a larger work.	75XP
Helm of Knowledge	Solo Raid. Players will further their knowledge of research methods, how to search for secondary sources, conduct primary research, and write a research guided essay on an approved topic.	250XP
Master of Scribes	Guild Raid. Players will have an option to work on a piece of interactive fiction by themselves or with up to three other players. These works will be adapted from their research guided essays.	225XP
A New Age	Guild Raid. Players will either pitch their games to gaming executives or "self publish" to the public at the CSW.	100XP
Bug Report	Solo Quest. The player will create a bug report (overall reflection) for the semester, citing specific quests, products, and the four raids.	75XP

Course Tomes
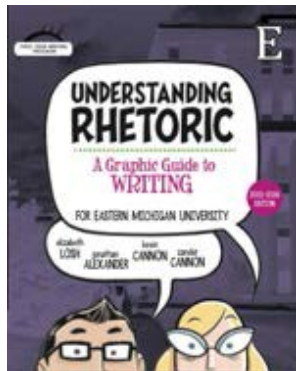
<= Losh, Alexander, Cannon, and Cannon. *Understanding Rhetoric (**EMU Custom Edition**)*. Boston: Bedford St. Martin's, 2015. ISBN 978-1-319-02870-1. (required)

=> Lunsford, Andrea A. *Writing in Action*. Boston: Bedford St. Martin's, 2014. ISBN 978-1-319-00314-2.
(required)
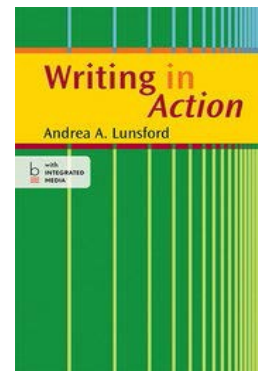
These two texts are available as a bundle at the EMU Student Center Bookstore. I encourage you to buy the EMU Custom Edition for the unique information provided in the introduction. As a bundle at the EMU Student Center Bookstore it is priced cheaper than if you were to buy them separately. Supplemental readings will be available to you as PDFs and hyperlinks accessible on the course website.

Feedback

You will receive at least two kinds of feedback on your writing during this course. Some responses will come from fellow students and some will come from your instructor. All forms of feedback, including responses you receive from scheduling individual appointments in the University Writing Center or the Academic Projects Center, are important; they tell you in various ways how your readers are responding to your writing. This will also help you learn how to assess your own work.

*It is important to keep your drafts to keep track of the progress of your writing. You can use "track changes" or separate file names to keep them apart. **All drafts need to be present for larger works in the quest log at the end of each chapter.***

Grading Procedure Quest Rewards

You will begin on the first day of class as a Level One player with zero **experience points (XP)**. Level Twenty is the highest level you can achieve. XP will be earned by **signing into the game** (attendance), completing quests/adventures, strategy sessions, raids, random encounters, and debriefings. The class letter grade will be based on the player's final level, as well as classroom etiquette, participation, and **initiative.** The player must be at least Level Fourteen to pass this course**.**

Level	XP	Level	XP
Level Twenty	1000	Level Ten	300
Level Nineteen	900	Level Nine	230
Level Eighteen	800	Level Eight	170
Level Seventeen	740	Level Seven	120
Level Sixteen	700	Level Six	80
Level Fifteen	640	Level Five	55
Level Fourteen	600	Level Four	35
Level Thirteen	560	Level Three	20
Level Twelve	470	Level Two	10
Level Eleven	380	Level One	0

The player must create an avatar, complete all chapters and submit their quest logs and debriefings in order to achieve at least Level Fourteen. Since each quest builds on the next, the player will not be allowed to progress further without completing the raid.

In addition to XP, some quests/adventures and raids will have digital **currency** which then can be spent at a **merchant** for **buffs** to help them on their adventure (see course website for details).

A Statement about Taking Risks

This is a course where taking risks is strong encouraged. Gamers deal with failure on a daily basis, but it is a mere roadblock, a learning moment in their adventure. If a player approaches a difficult situation, they assess it, and take a risk on a strategy that may not succeed. If they fail, they reflect on their missed opportunity (metanoia) and reassess. If the opportunity is missed, they know they need to approach similar situations differently in the future. If they are given repeated opportunity to succeed, they do without giving up.

The way this course is set up with the ability to buy items, choose what quests to complete, and what specialization the player desires, I strongly encourage you to take risks. Whatever form that may make on, is up to you, but venture out into uncharted territory. Try something difficult instead of taking the easy path. Try something new. If you fail, use an item or do another quest to make up for it. Either way, your effort will be rewarded.

Turning in Quests

Turning in Quests/Keeping Everything

Most quests will be turned in **electronically** via GoogleDrive, but the player should make sure he/she checks the details before turning them in. All quests are due before the class gaming session starts unless otherwise stated. **Anything received after the turn in deadline will not be considered for points**. A missed or late sign in does not excuse the player from this rule. Anything to be turned in should be duplicated and saved for the quest logs and bug report.

Turning a Quest in Late

Quests/adventures may **only** be turned in for half the XP up to a week late, or until a quest log is submitted (whichever one comes first) *if* the player purchases a "**quest reset**" buff at a merchant. After that point, no player may submit a quest for XP.

Raids and the bug report may be turned in late, at great cost. If a raid is turned in late, all digital currency is lost and the raid becomes tarnished. Once the raid is **tarnished** it is only worth ½ the XP, and it will decay within five (5) weekdays. Remember, once a raid is due to be turned in, no new quests may be taken on until the raid is submitted and cleared.

Session Policies and Expectations

Expectations Overview

- I expect all players to sign into every gaming session on time and to arrive prepared to engage in the session.
- I expect all players to be curious, active, engaged and enthusiastic learners, who take ownership of their education.
- I expect that if a player must miss a session, they will notify me via e-mail and will be responsible for getting notes from other players on the material they missed.
- Finally, I expect all players to come to me for help when needed, to raise your hand in session to ask questions, and to support one another – learning to navigate advanced academic reading and writing can be difficult and frustrating. It helps to know that we're all in this together.

"Attendance"

This is a writing intensive course, so all players are expected to sign in on time and be prepared to work. Players are allotted four **session lives** which will account for missed sessions. After all four lives are gone, the player cannot continue unless another life is purchased with **50 experience points.**

Class begins at **9:30 am**. For each sign in, the player will receive two XP (unless otherwise noted). If the player signs in late, between 9:30am and 9:45am, they will only receive one XP. Players that sign in after 9:45am will not be eligible for any XP and will lose a **session life**.

Reminder: The Celebration of Student Writing (CSW) is required for all students. The CSW will take place between 4 and 5:30pm on April 14th.

Participation

I ask all players to be respectful. There will be times when players and guilds will be competing against one another, so trash talking in the spirit of the game is expected, but the player needs to know the limits of their playful banter and when it becomes disrespectful. When a player is with her/his guild, s/he will be expected to fully participate and work as a team. Each player will be evaluated by her/his guild mates based on their active participation.

Observance of Religious Holidays:
University Policy: EMU recognizes the rights of students to observe religious holidays without penalty to the student. University Practice: Students will provide *advance notice* to the game master in order to make up work, including examinations that they miss as a result of their absence from class due to observance of religious holidays. If satisfactory arrangements cannot be made with the appropriate game master(s), players may appeal to the head(s) of the department(s) in which the course(s) is/are offered.

Technology Information and Policies

Players will be interacting with a variety of sites and programs during the course, however not required. When the absolute need for computers arises, I will make sure the class is in a computer lab or department laptops are brought for those that do not own a laptop. Please let the game master know if a player needs help using the internet or any computer program. When using a computer, save work frequently, always make backup copies by emailing drafts to yourself and/or using a jump drive, and plan all projects with extra time allowed for unexpected technological difficulties. GoogleDrive and other cloud based storage is always a good idea for saving work.

Much of the work players will do for this class will be typed, using a word processor. When turning in typed work, please use a legible font, assign one inch margins, and adhere to the page layout and documentation conventions established by MLA (unless otherwise noted). If this policy is not followed, points will be deducted from the quest, adventure, or raid.

The use of computers, tablets, and e-readers are *strongly encouraged* in the classroom. All in-session use of technology should be focused on the quest related activities, such as note-taking, research, and reading. As long as all players are respectfully attentive when another player is speaking, in-session technology use will not be a problem. That said, use of a cellphones in-session are discouraged. All phones are to be set to silent (not vibrate). The game master reserves the right to ask any player to put away their electronic device if it appears to be distracting other players. Abuse of this policy will result in XP penalization.

Communication with the Game Master and Players

Communication out of session with the game master or other players should be conducted respectfully through the institution given email. Make arrangements with other players to get contact information, especially with your guild. If you ever have any questions or concerns, do not hesitate to contact one of your peers or your instructor. With rare exceptions, I will always respond to all email inquiries within 48 hours.

Academic Integrity

Plagiarism occurs when a writer passes off another's words or ideas without acknowledging their source, whether intentionally or not. For example, turning another's work as your own is plagiarism. If you plagiarize in this class, you will likely fail the assignment on which you are working and your case may be passed to the university for additional disciplinary action. Because of the design and nature of this course, it will take as much (or more) work for you to plagiarize in it than it will to actually complete the work of the class. For a more detailed explanation of Eastern Michigan University's stance on academic integrity, refer to Section V.A. of the Student Conduct Code.

Disability Resource Center (DRC)

If you have a documented disability that affects your work in this (or any other) class, the Disability Resource Center can provide support for you. It is my goal that this class be an accessible and welcoming experience for all students, including those with disabilities that may impact their learning in this class. If anyone believes they may have trouble participating or effectively demonstrating learning in this course, please meet with me (with or without a Disability Resource Center (DRC) accommodation letter) to discuss reasonable options or adjustments. During our conversation, I may suggest the possibility/necessity of your contacting the DRC (240 Student Center; 734-487-2470;

swd_office@emich.edu) to talk about academic accommodations. You are welcome to talk to me at any point in the semester about such issues, but it is always best if we can talk at least one week prior to the need for any modifications.

University Writing Center

The **University Writing Center** (115 Halle Library; 487-0694) offers one-to-one writing consulting for both undergraduate and graduate students. Students can make appointments or drop in between the hours of **10 a.m. and 6 p.m. Mondays through Thursdays and from 11 a.m. to 4 p.m. on Fridays**. The UWC opens for the Winter 2016 semester on **Monday, January 11** and will close on **Tuesday, April 19**. Students are encouraged to come to the UWC at any stage of the writing process.

The UWC also has several satellite locations across campus (in Owen, Marshall, Pray-Harrold, and Mark Jefferson). These satellites provide drop-in writing support to students in various colleges and programs. **Satellite locations and hours can be found on the UWC web site: http://www.emich.edu/uwc.** UWC writing consultants also work in the **Academic Projects Center** (116 Halle Library), which offers drop-in consulting for students on writing, research, and technology-related issues. The APC is open **11 a.m. to 5 p.m. Mondays through Thursdays**. Additional information about the APC can be found at http://www.emich.edu/apc.

Students seeking writing support at any location of the University Writing Center should bring a draft of their writing (along with any relevant instructions or rubrics) to work on during the consultation.