

Straight-Run Car with Speed Control... through Storytelling

This week, you are allowed to create a group video following your work on Storytelling from the prelab. Begin by discussing your individual answers from prelab. Use them to develop bullet points for your own video.

Team Report Submission

Discuss your prelab answers to questions 2 through 5, then, as a team, create a new answer to question 5 that is strengthened by the team discussion. You will submit that bulleted list along with a short description of what how the team discussion improved the video plan.

Team video submission

Follow Freytag's pyramid of storytelling as planned in your prelab. Feel free to exaggerate as you "sell" engineering to a new cohort of ECE 110 students!

A single video may be submitted for the entire team.

Furthermore, as a team, you are each responsible for ensuring that every team member is successful in this endeavor. The entire team will stand to lose significant points for a team member left behind.

In your video, make sure you

- State names of all team mates who contributed and your lab section.

Videos of 3-5 minutes in length are anticipated, but you may vary outside of this range if you believe it adds value. The next page provides a grading rubric. A video may be short and concise without penalty. A very-long video is often poorly conceived.

Notes:

Video Grading Rubric:

	Full credit	Partial credit	No credit
Audience	Video makes full consideration of the intended audience; technical jargon is minimal (and explained when used) and all concepts are clearly explained; the use of technology (oscilloscope, schematics, theories) should impress but not overwhelm	Video makes some consideration of the intended audience; some concepts are clearly explained, but others are not and/or technical jargon is overused	Video makes no consideration of the intended audience; presentation is filled with jargon and complicated concepts that aren't explained
Narrative Arc	Strong narrative arc; video sets up a clear problem at the beginning and solves that problem at the end	Weak narrative arc; solution is introduced at the end, but the problem is not clearly defined at the beginning	No narrative arc; video makes no attempt to delay revealing of the solution, no problem is defined
Building Intrigue	A clear attempt is made by the video to spark interest or excitement around the project and engineering in general	A weak attempt is made by the video to spark interest; the excitement may come through at some moments, but fall flat at others	No attempt is made to spark interest or excitement in the project