

## IITG Mid Year Project Report : Entry # 192

### Name of Principle Investigator:

Kelly Roe

### IITG Project Title (truncated)

2014-Oswego-Roe-Graphic Flash: Collaboration between Students in Creative Writing, Illustration, Graphic Design, and Multimedia Design

### 1) Please consider the original timeline and deliverable targets. How is your project progressing compared with the original estimates?

Our project is on schedule in terms of the collaboration aspects and slightly behind in terms of our publication being distributed online.

After initial meetings, partnerships were formed that allowed faculty and students to generate content for the first two issues during the fall semester instead of just one. This has placed the spring issue in a better position to be completed on schedule. With regards to the first issue, we recognized fairly early on that it was a bit ambitious to try and get an entire first issue done within a single semester while also forging new working relationships between faculty and students in different departments. We had wanted the first issue to be completed by the end of November to allow for time in the last two weeks of the semester to work out any issues before submitting to Adobe for back-end coding and distribution. While we came close, there were a few changes and edits that needed to be worked out that forced us to delay until after the holidays.

Our inaugural issue is now complete and we will be submitting the issue to Adobe shortly. The process for publishing the first issue is more time consuming than we had projected with a 2-4 week lag time between submission and the digital magazine becoming available for download. None-the-less, we are pleased with the results and have readied all the social media promotional materials so that we can promote the digital magazine as soon as it is available.

Our second issue moves into the design/production stage as soon as the semester starts. All written, visual, and audio content has been generated. This allows the multimedia designers to be able to work with the content right from the start of the spring semester. We feel that this move will allow us to be back on schedule as expected with our second issue becoming available by the end of April as initially projected.

### 2) How is spending progressing when compared with the original budget estimates? (You may also choose to detail issues regarding access to funds in the next three questions).

Access to funds became available in a timely fashion and spending was able to occur on schedule. Supplies, equipment and software have been purchased and are in place. The price of Adobe Digital Publishing Suite was slightly lower than we projected and has given us a modest cushion for any unexpected costs. We anticipate putting in request to shift funds in order to purchase an additional iPad, which would be helpful for previewing work in progress.

### 3) Please provide feedback regarding your experience with the project execution, in particular any issues or roadblocks you've encountered that may have been unexpected.

As noted in the answer to the first question, building relationships between students and faculty across departments can be complicated. This was not so much unexpected but rather hard to understand without experiencing it first. Departments and disciplines have their own culture and pacing. While this can create issues for a schedule, it is also at the heart of why we sought these collaborations in the first place. We expect that over time, and through further experience, we will be able to anticipate and create project timelines with more accuracy. For example, we have already identified the need for content to be developed in stages along a rolling timeline that goes across semesters

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**4) What are your positive observations or pleasant surprises about your team's interaction or project process that might would be helpful to other PI's?**

While the team wanted a project that mimicked "real-world" relationships, actually developing and experiencing those relationships on such a large scale was a surprise in terms of how authentic our experiential learning environment felt. In many ways the development of this digital magazine is like a large publishing house with academic departments becoming company departments and faculty becoming directors and editors.

**5) Please describe any challenges you've encountered working with your project team that you've found solutions for that might be helpful to other PI's.**

Our challenges were the same ones all professionals live with --- communicating, scheduling, negotiating, trust building, and so on. Our solutions were to commit to working things out and being open to renegotiating. The ultimate goal of this project is to empower students through experiences that build the skill sets that can propel them into professional life when their time at the academy ends. From the onset, we recognized that we needed to be flexible so we could adapt to emerging conditions. As most academics know, challenges and issues are all teachable moments and serve as benefits and dividends. A good project needs to expect that there will be the unexpected and embrace it.