## Project Year
2002

## Project Team
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## Project Title
The Guillotine

## Audience
Undergraduates in the course, *The Guillotine*, to be offered in the fall of 2003.

## Pedagogical Issue
In the semester-long course, *The Guillotine*, student access to appropriate source materials is limited—many resources exist exclusively in paper format, and many are out of print. This situation prevents in-depth examination of the broad repositories of material relevant to the subject, and leads to valuable in-class time being spent on discussion of basic concepts and artifacts. There are no textbooks to provide base-level information.

## Solution
This team proposes to develop an electronic archive of multimedia materials and an electronic learning environment that permits discussions, interactive collaboration, and archiving and tracking of the student use of these materials. A content-specific website designed to archive relatively obscure materials and allow students to make links between different kinds of materials will effectively substitute for more conventional approaches to under-studied historical phenomena. Students will be able to participate in the evolution of the course website by contributing materials uncovered during their own research, by uploading drafts of assignments (to be treated as scholarly articles), and by thoroughly critiquing the "articles" of their peers. The website will serve as a model departmental academic publishing environment, in which future students can observe the work of their predecessors and develop solid research practices and critical thinking skills. This approach to the subject will permit the growth of resources each time the course is offered. The site will also free up class time to explore ideas further by allowing discussions to proceed online.

## Technologies Used
Omni Page Pro, Dreamweaver, PageMaker, Photoshop, Maya