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| To: | Dr. Hunter |
| From: | Clarissa Dalloway |
| CC: |  |
| Date: | December 6, 2015 |
| Re: | Digital Culture project |
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# For your Digital Culture project, you will imagine and design a new digital tool or object that responds to a contemporary cultural issue. You might build on your ideas from the App blog post, or develop a new idea for a set of Emoji. In terms of cultural issues, you might address an issue of class, nationality, disability, age, race, ethnicity, gender, religion, or sexuality.

# Section 1: Analysis of the Cultural Issue

In this section, describe the contemporary cultural issue that your design will address. Identify current examples (apps, emoji, website design) that overlook the problem you seek to give voice to. Include at least **one image** of an existing digital artifact that you are analyzing.

**Requirements:**

1. Address at least one digital culture issue in terms of class, nationality, disability, age, race, ethnicity, gender, religion, sexuality, or other area.
2. Include at least ONE image (screenshot from the web).
3. Length: 300-400 words

# Section 2: Design Proposal

In this section, present your design, including at least one **original** digital image, and analyze how your design communicates specific cultural meanings.

**Requirements**:

1. Detail the elements of your design, focusing on human-centered design decisions.
2. Include at least ONE image **created by you** (drawing, photograph, digital design).
3. Length: 300-400 words

# Section 3: Reflection

In this section, reflect on your design and the design process, connecting your decisions and insights to at least **two texts** from this unit.

**Requirements**:

1. Emphasize the cultural implications of your design. How will your design impact our culture?
2. Refer to at least **two texts** from the Digital Culture unit.
3. Length: 300-400 words