Pace University
DigitalCommons@Pace

Cornerstone 3 Reports : Interdisciplinary Informatics

The Thinkfinity Center for Innovative Teaching, Technology and Research

11-1-2009

Creating a ReActing to the Past Website

Martha Driver
Dyson College of Arts and Sciences, Pace University

Nancy Reagin
Dyson College of Arts and Sciences, Pace University

Follow this and additional works at: http://digitalcommons.pace.edu/cornerstone3

Part of the Classics Commons, and the English Language and Literature Commons

Recommended Citation
Driver, Martha and Reagin, Nancy, "Creating a ReActing to the Past Website" (2009). *Cornerstone 3 Reports : Interdisciplinary Informatics.* Paper 14.
http://digitalcommons.pace.edu/cornerstone3/14

This Report is brought to you for free and open access by the The Thinkfinity Center for Innovative Teaching, Technology and Research at DigitalCommons@Pace. It has been accepted for inclusion in Cornerstone 3 Reports : Interdisciplinary Informatics by an authorized administrator of DigitalCommons@Pace. For more information, please contact rracelis@pace.edu.

Interim Report for Thinkfinity Grant

Creating a ReActing to the Past Website

Cornerstone 3: Interdisciplinary Infomatics

Principle Investigators: Martha Driver and Nancy Reagin, Dyson College

Nov. 16, 2009

Our original goals and timetable were as follows:

June 2009 Dr. Driver and Dr. Reagin attend training conference at Barnard, in order to practice two new games they plan to include in this year-long version of ReActing: the *Council of Nicea* game and the *Second Crusade: Acre 1148* game. Neither of us has taught these before, so we need some training in order to include them.

Fall 2009 Film new class sessions and gathering other materials related to our teaching of the two games *Henry VIIII and the Reformation Parliament* and *The Trial of Ann Hutchinson* (taught previously as an LC in fall 2008). We began filming our ReActing sessions in Fall 2008 and have already amassed several hours of raw footage. In 2009-2010, we would film other game sessions (including Bill Offutt's ReActing game sessions), in order to generate footage to be processed into video clips of sessions from at least five different ReActing games.

Intersession, Jan. 2010 Work with Joe Seijo to edit and create video clips, and with Daniel Molina to create first draft of website. Nancy Reagin will travel to the AHA to moderate panel on ReActing (I am coordinating with the Barnard ReActing faculty to prepare a proposal for the AHA), and to promote and demonstrate the site. Prep new games with extensive bibliography for *Council of Nicea* and the *Second Crusade: Acre 1148* games.

Spring 2010 Teach the two new ReActing games, and film them. Martha Driver will travel to the Medieval Institute conference in May to promote ReActing on a panel she will organize and publicize the website.

June 2010 Work with Daniel Molina and Joe Seijo to create final draft of website. The Pace University website linked to the Barnard ReActing consortium.

Progress to date:

…This section removed: ***restricted information***

Nonetheless, we have kept to our proposed timetable and are on track to complete the grant project on schedule.

Last June, Nancy Reagin attended the training session (mentioned above) at Barnard by herself. She is currently teaching the LC mentioned for Fall 2009, which includes *Henry VIIII and the Reformation Parliament* and *The Trial of Ann Hutchinson* games, and is filming class sessions from these.

Nancy Reagin will attend the annual conference of the American Historical Association in January 2010, as mentioned in the timeline; her proposal to present on ReActing to the Past was accepted for the program, and she will use video clips from this fall's class as part of her presentation.

In January 2010, Martha Driver and Nancy Reagin will begin to develop a rough draft of the website. Work on this will continue throughout the spring semester, as they team teach two new ReActing games, *The French Revolution* and *The Second Crusade*. They will film sessions from these two games, as well, and will add this material to the website that they're developing. They currently still anticipate completing the website and publishing it on the Pace server in June 2010.