Project Components

1. OVERVIEW-   brief explanation (about two or three paragraphs) of your program.

2. NETWORK MAP-   all screens in your program. Each must be numbered (these numbers will go along with the screen numbers on the storyboard).

3. STORYBOARD-sketch of visuals/graphics, text, and special notes for each screen and screen numbers.

4. GRADE CONTRACTS-see the examples of each grade (A, B, C)

5. PROJECT CRITERIA-see Project Criteria Sheet

6. DUE DATE-   all projects are due

Possible Topics for Hypermedia Project

Authors	*Types of Literature*
Shakespeare	Greek Drama
Emily Dickinson	Story Poems
A.E. Houseman	Portraits
Edgar Lee Masters	All Creatures
Robert Frost	Landscapes
Federico Garcia Lorca	Moods and Emotions
Louis L'Amour	Choices