Project 3: Intellectual Dialogue

Compose an intellectual dialogue to situate and dramatize the concept you analyzed in Project 2.

We have focused so far on the academic essay and the importance of making clear arguments through clear writing, sharpening concepts and their connections through lean, active sentences, coherent paragraphs, and an overall structure that builds toward concluding insights, questions, or recommendations.

At the same time, we have seen that info comics' visual narratives can translate specialized knowledge into common everyday situations and thereby appeal to *logos*, *pathos*, and *ethos* in subtle yet powerful ways: thus, *It Takes a Village* embodies the concept of culturally competent care for Aboriginal women in ways that a scientific article simply cannot. Dialogue plays a crucial role.

Traditional essays and intellectual dialogue share many traits, such as tackling conceptual material, incorporating multiple perspectives, and providing choices and recommendations. Essays usually cite different authors' perspectives, while dialogues often stage different perspectives through characters. Essays present logical alternatives, whereas dialogues present characters' conceptual and moral choices situated in specific situations.

In this project, you will apply what you've learned about info comics and essay writing to experiment and create your own intellectual dialouge. You will need to decide how to translate your conceptual analysis into an engaging narrative. The basic steps:

- 1. Decide on a scenario to situate key elements of your conceptual analysis: use 2-4 characters with one or more scenes that stages the struggle/drama of your concept.
- 2. Write a 750-1000 word dialogue with character dialogue, setting, etc.

Regarding characters: what characters can best embody your issue as protagonists, antagonists, helpers, and hinderers? Also, information comics target specific audiences, not just school children, but adults and researchers. Your audience here: fellow students and professors and/or friends and family.

Draft dialogues due: Th 10/24 Final dialogues due: T 10/29