

what could prof do to encourage? [9:00]

smthg

like emp. research class, things brought in over time.

[9:10]

if I could bring in a very scaled down version ... kernel of NM proj. and let it grow... hang new things off it. that I would feel more comfortable w/ b/c I'd be getting feedback on it

[9:30]

having a mode. here's how 3 prominent ppl have done it ... emulate that style. try it on ... let yourself play w/it.

[9:50]

time in class to play with it. It's like writer's workshop @ that point. you are doing smthg creative.

[10:10]

"we're all experts @ putting together the 20 pg manuscript... that's not smthg we're all that comfortable w/..."

when talk - always had them wkg

on it in class...

its context. share knowledge.

Gossett comment  
cnxn re:  
negotiation?

DRAFT / RISK TAKING  
cnxn to Beth's comment

PLAY

FAMILIARITY / EXPERIENCE  
cnxn to Beth's comment  
p.4

## Expectations

EXPERIMENTATION/  
RISK TAKING

## GRADE

## EXPERIMENTATION [22:08]

20:00

20:20

20:50

21:12

(21:46)

what dissuades?

- always want to do NM proj. tired of wrtg all these projects... they're fun

I think the only thing that would dissuade me was if I didn't know the SW at all... web pg — don't feel confident at all  
PS — all for it.

I would have to see in the syllabus if the instructor was taking time to teach the SW and I would have to get a sense of what the teacher was expecting.

I would <sup>see</sup> teacher was OK w/ experimentation was more lenient w/ the product as far as understanding if tech diff. Sound file has buzzing in bkgnd...

knowing they were doing NM proj. I would assume they are more lenient whereas w/ written - know they wouldn't tolerate grammatical errors..things like that

If I got the sense teacher was being for really strong argument but not OK w/ experimentation I'd stay away from it...