What to Include on the Handout!



Designed by: Composition Inc.

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Link to Presentation:

[www.amazingness.com/presentation](http://www.amazingness.com/presentation)

Link to company site:

[www.amazingness.com](http://www.amazingness.com)

Link to game:

[www.amazingness.com/game](http://www.amazingness.com/game)

Have you ever wondered what it was like to be a composition instructor? Do you know what goes into the planning and execution of teaching ENGL 1030: Composition and Rhetoric? Well, if you play our game, you will know for sure! In *Composition: Is it a Thing?* you will play as a graduate student that has no idea what he/she is doing. As you progress, you will earn the skills and knowledge needed to teach the course. Come play *Composition: Is it a Thing?* at our company site!

**Awareness Campaign**:

* Brings awareness to students, teachers, and parents as to what it is like to teach a general education class.
* Graduate students are woefully unprepared for teaching, but with a practicum training, they could have the resources and training needed to teach a class.
* Composition is not a literature class. This game and campaign also brings awareness to the struggles composition instructors have when trying to teach composition to newly graduated high school students.

Compositon Inc. is looking to be funded so this campaign can be brought to college campuses and high school around the country. The **game** puts students in the seat of a graduate students, so there is a lot of exposure to the common problems and terminology of graduate instructors. The extended campaign moves beyond just the game and provides a brochure on student leadership, how to engage with faculty, how to find training, and a general exploration of what it is like to be a student at both the undergraduate and graduate levels.