

Title of your Proposal

A subtitle if you wish

by

Your Name

Seminar II

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date

ABSTRACT

Here you write a short description of 2-4 sentences summarizing what your thesis project is and what it's about. Blah blah blah blah.

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CHAPTER 1

INTRODUCTION

Here you start your text. Notice the formatting of the chapter number and chapter title above. Also notice that the first paragraph is indented but subsequent paragraphs are not. Skip a line between paragraphs.

New paragraph, blah blah, blah, blah.

New paragraph, blah blah, blah, blah.

CHAPTER 2

NAME OF CHAPTER

Subsection

More text, blah, blah, blah. Notice also the formatting above if you have a Subsection section to your chapter.

Here is how you can reference a long quotation. Note that anything you quote must be also referenced at the end of your paper in the *References* section. For a long quotation like this, you do not include quotation marks, but you do indent and single-space the text. Notice also that titles can be put in italics. Here is the sample. In her book, *Mind and Media: The Effects of Television, Video Games, and Computers* Patricia Marks Greenfield says,

Television and the newer electronic media, if used wisely, have great positive potential for learning and development. They give children different mental skills from those developed by reading and writing. Television is a better medium than the printed word for conveying certain types of information, and it makes learning available to groups of children who do not do well in traditional school situations-and even to people who cannot read. Video games introduce children to the world of microcomputers, at a time when computers are becoming increasingly important both in many jobs and in daily life. The interactive quality of both video games and computers forces children actively to create stimuli and information, not merely consume them. (Greenfield p2-3)

And here below is a sample of how you can reference a short quotation. Notice that for a short quotation we *do* include quotation marks, but do not indent, etc. According to the research of Sheffield Hallam University, Jackie Marsh, who is an English education

expert, says, "Introducing the Teletubbies into the classroom environment can have an electrifying effect on small children." (<http://www.something.com>)

Include lots of illustrations in your paper. Both you and your readers are very visual people. Here is an example of how you can include some illustrations. Notice that the figure number is referenced from within the text. Also, notice that the illustrations are placed as close to the text referencing them as possible. Under the illustrations, write the Figure number and a short description of the illustration. The television show, *Teletubbies*, (Figure 2) is being used to help children develop reading and writing skills.



Figure 2. Teletubbies

More text, blah, blah, blah.

REFERENCE LIST

Greenfield, Patricia Marks. Mind and Media: The Effects of Television, Video Games, and Computers. Massachusetts: Harvard University Press Cambridge, 1984

Kaplan, Robert. The nothing That is: A Natural History of Zero. Oxford University, Press 2000.

Perry Harovas, John L. Kundert-Gibbs 2000, Mastering Maya Complete 2 Sybex

Choi, Jae won. MAYA 2.0. Seoul: Hayanbada, 1999.

[Online] <http://www.shu.ac.uk/news/releases/aug99/teletubbies.htm>

[Online] <http://www-groups.dcs.st-andrews.ac.uk/~history/HistTopics/Zero.html>

[Online] <http://www.neo-tech.com/zero/part6.html>

[Video Tape] Sesame Street - 123 count with me 1997

[Video Tape] Sesame Street - Do the Alphabet 1969

[Video Tape] Blue's Clues - ABC's and 1, 2, 3's 1998