English 9
Additional direction for Frankenstein map projects

It seems that the gap in the Internet for a mapping project for Mary Shelley's 1818 *Frankenstein* has been filled.

So, what can your own mapping project add to the discourse?

1. Have a thesis. Decide on a main use for the cartography you are going to produce.

A cluster of brainstorming for you to use or reject:

Mary Shelley uses geographical movement to show _____.
Shelley's settings that have _____ feature are treated _____ (adverb).
Shelley uses travel to show _____. Shelley's use of the university is
_____.

Northward movement shows _____. Shelley's use of remote locations shows
_____.

If you choose a thesis that would be supported only by one or two locations, then you will need more than one thesis.

2. Choose 5–7 locations that support your thesis about one element of fiction and with each location give a key passage that shows the connection. For example, Shelley's use of _____ (feature) tells us about Victor's psychological state (for example).

Copy out the passages and include them with your map.

If the subtleties of the connection you wish to highlight aren't apparent from the passage itself, include also commentary to cement the point.

Look at the map project on the Internet (see class website for 15 March for link, https://uploads.knightlab.com/storymapjs/b2925168b9a3deca018d1b1dfc90467b/frankenstein-map/draft.html) to see what patterns emerge when you move through the settings. Then you can decide how you want to proceed.

Your revised proposal should offer a thesis and an example or two, and also give an overview of what you'll produce for the project.