

## Assignment Overview

<b>Assessment Type:</b>	Individual Research Project	<b>Referencing:</b>	APA format
<b>Format:</b>	Research Paper	<b>Due Date:</b>	Sec 1 Tues Mar 17, 2020 Sec 2 Thurs Mar 19, 2020
<b>Length:</b>	2000-2500 Words (not including references & title page)	<b>Submission Type:</b>	D2L Brightspace Dropbox by 12 noon

## Assignment Details

### Objective

In CGCM 111 we discuss many mainstream technologies that are critical to ensure successful graphic communication output for a variety of common products. There are, however, many different technologies that may not be as common, but can still be an important part of a graphic communication workflow for certain products!

The objective of this project is to research a technology that is not necessarily considered to be a mainstream graphic communications technology, but has some correlation to the graphic communications industry, and discuss the relevance of the technology as it pertains to graphic communications. There are four main areas to research for the technology chosen:

1. The history and background of the technology, including its chronology and milestones to present day;
2. Which industries, besides graphic communications, benefit from the technology and how;
3. How the technology compliments or enhances the graphic communications industry; and,
4. Projected future advancements and uses of the technology

In addition to researching the technology, students should critically analyze the technology and offer opinions as to whether or not they think this technology will have a greater or lesser role within the graphic communications industry. This should be an individual opinion, backed by evidence. For example, one might say "I believe that the role of this technology in the graphic communications industry will diminish over time. According to [Author], there has been a 10% decrease in the use of this technology over the last four years [date]".

### Research Topics

Choose one of the technologies from the list below to research, keeping in mind the objectives listed above. If there is another area you wish to cover, please ensure that it is pre-approved before submission.

Holographic Printing	Textured/Scented Print Coatings	Augmented Reality	Extended Gamut Printing
Printed Electronics	Cross Media Publishing Tools	FM Screening	Accessible Packaging
OLED Displays	Food Safe Printing	Digital Asset Management	Cloud Computing
Server Virtualization	Web-to-Print Technology	e-Publications	ICC Profiling/Colour Management
Thermochromic/Photochromic Ink	Near Field Communication Technology	Hydrographic Dip Printing	