

# NO FEAR DOCUMENTATION

Atlantian Persona Challenge

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# PRESENTATION OUTLINE



Introduction



Research



Your Project



Next Steps



Bibliography



Myths & Mistakes

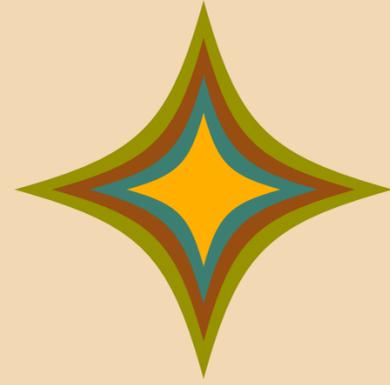


Final Suggestions



Resources





# INTRODUCTION



# WHY DO WE DOCUMENT?

## To Show What We Know

This is your chance to communicate all the research you've done, and to show the judges your understanding of historical methods

## To Show What We Did

Without documentation, judges may draw the wrong conclusions about how and why you made certain choices

## For Fairer Judging

Judges don't always know everything - or anything - about your topic, and your documentation can get them up to speed

## To Help Others

Your project may excite someone else to try your art, and your documentation can show them places to start researching, help them avoid mistakes, or show them a new way to do something

# DOCUMENTATION PARTS



1

RESEARCH



2

YOUR  
PROJECT



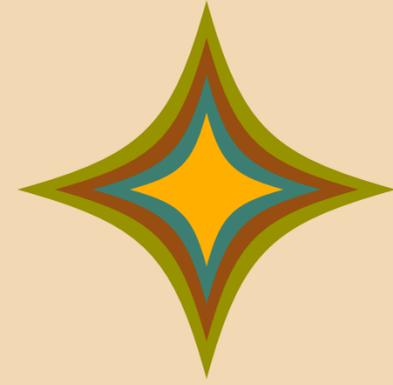
3

NEXT  
STEPS



4

BIBLIOGRAPHY



RESEARCH



# GUIDING QUESTIONS

**WHO**

**WHAT**

**WHEN**

**WHERE**

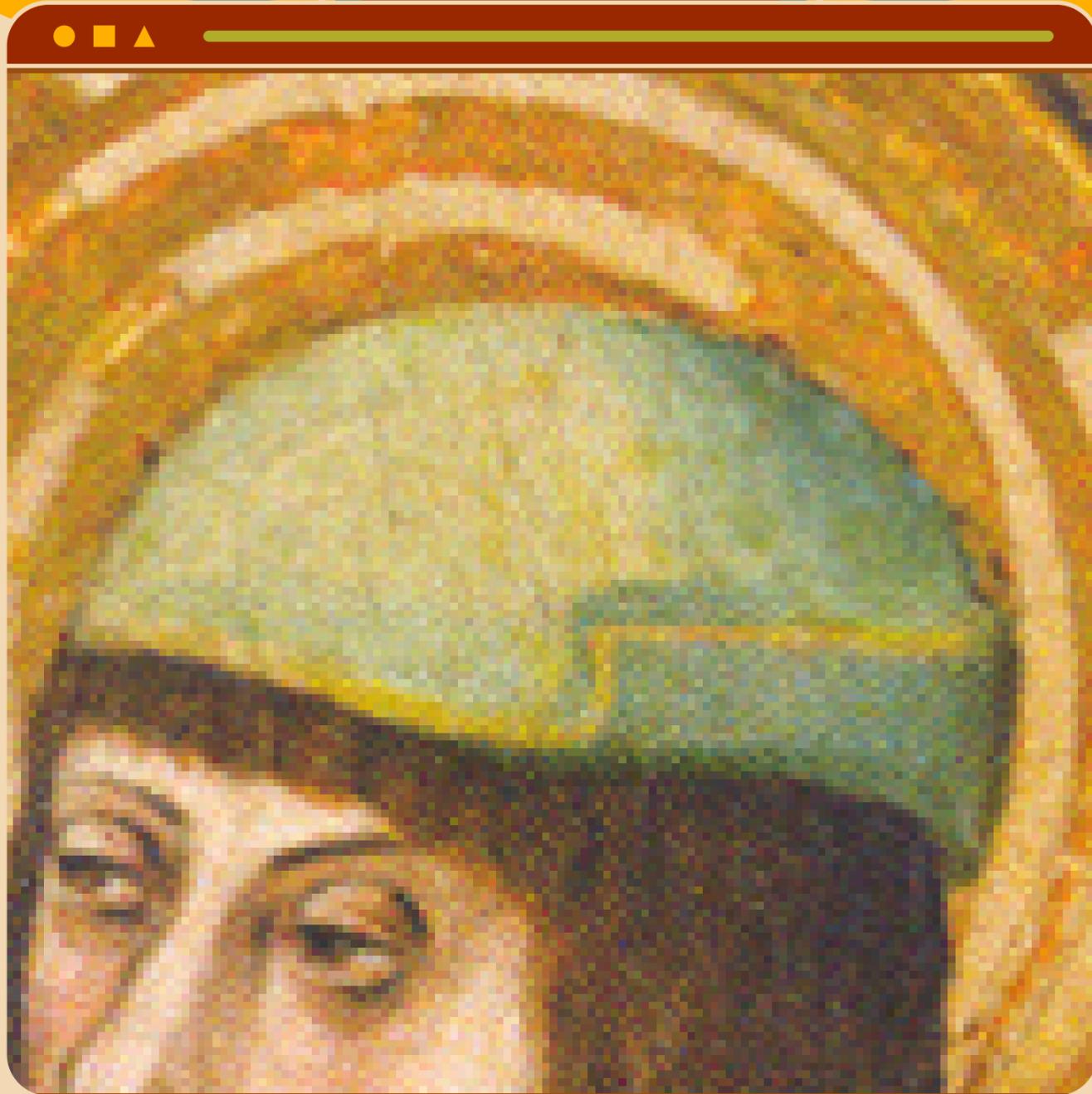
**WHY**

**HOW**



# WHO???

- What person would have made or used this item?
- What was their socio-economic status?



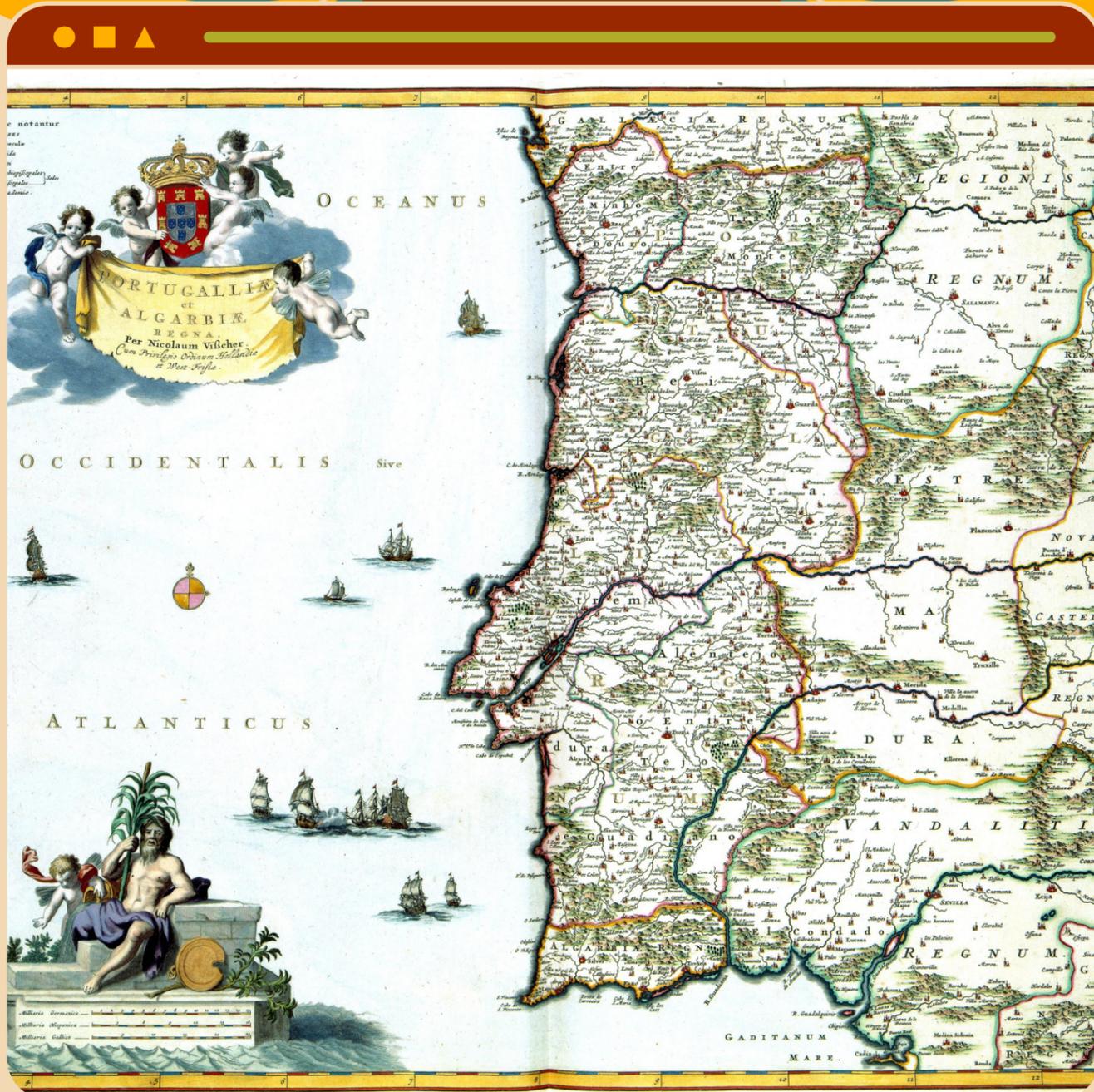
# WHAT???

- Type of item (eg. what did you make?)
- Is the piece common for the time period/place?
- Are there extant items?  
(Pictures!!)
- What materials were used in original?



# WHEN???

- Century
- Year, if possible
- A tiny bit of historic context  
- major figures, major events of note



# WHERE???

- Country/region of origin
- Is it specific to a certain place?
- If referencing an extant object, is it from a specific place?



# WHY???

- What was the item originally used for?
- Why did you want to make it?



# HOW???

- Materials used in period
- Tools used in period
- Process used in period



# TIPS AND TRICKS

## **Write the Research section first!**

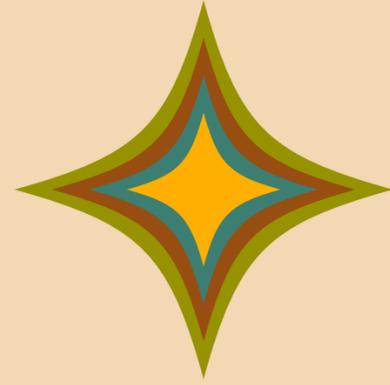
Then you can focus on the process of making the item, and possibly notice info you left out or forgot

## **If you're referencing extant items**

Include photos in the documentation or  
in an appendix at the back

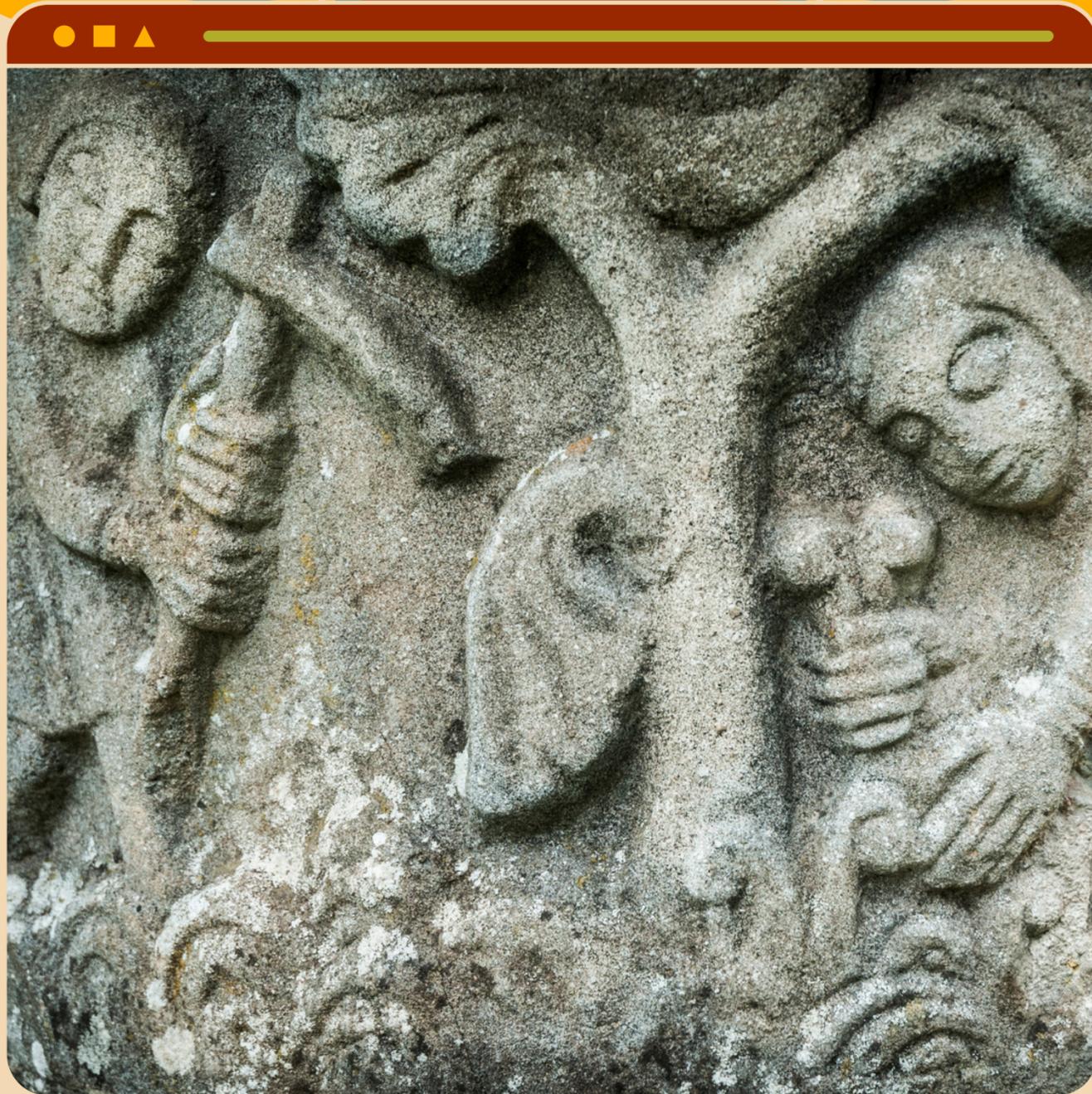
## **Use footnotes or end notes**

So your judges/readers can find info as  
easily as possible



YOUR PROJECT





# HISTORICAL WORK

- Historical Information
  - Materials used in period
  - Tools used in period
  - Process used in period



# YOUR WORK

- Focus on your process
  - step by step
  - was/how was it different from period?
- Materials & techniques
  - different from period?
  - how?
  - why?



# TIPS AND TRICKS

## **Explain your choices**

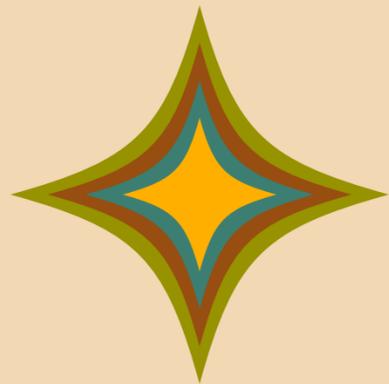
Judges want to know that you understand period methods, and that your choices to deviate from them are informed and purposeful

## **Safety and expense are valid**

No reasonable person expects you to endanger or bankrupt yourself to recreate an item

## **Take us with you**

Above all, your reader wants to follow and understand the journey you took to make this item



NEXT STEPS



# AKA ROOM FOR IMPROVEMENT



WHAT'S  
NEXT?

- Explain what you learned
- Explain challenges or problems
- Give your solutions, if any
- What would you do differently next time?

# TIPS AND TRICKS

## Next step plans show growth

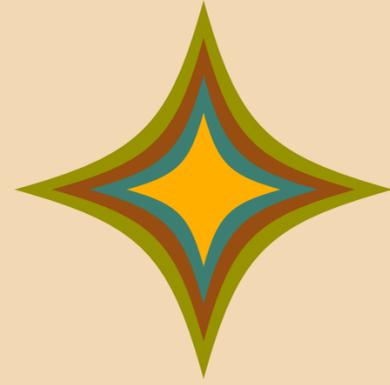
You have learned from the process and know how to improve for next time

## Mentioning problems opens the door for help

Judges may be able to suggest solutions or directions for helpful research

## Or saves time

Judges know you know how to fix problems, so you they don't need to discuss that in the judging process



# BIBLIOGRAPHY





# AKA WORKS CITED

- List sources, both online and print
- Use a consistent format
  - AT LEAST list:
    - author
    - title
    - date of publication
    - URL



# TIPS AND TRICKS

## **Track sources as you go**

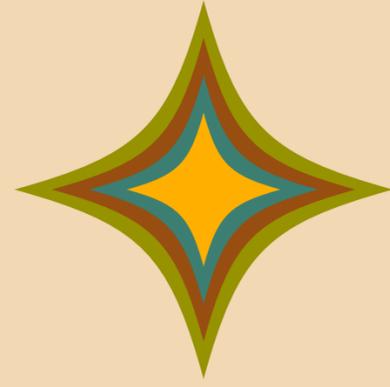
So you don't have to find them again  
later

## **If you use online sources**

be sure to list the URL or stable URL so  
others can locate it

## **Format doesn't matter**

Consistency does



# MYTHS & MISTAKES



# MISTAKE: STUNT DOCUMENTATION

- Try to build the habit of researching first, then creating the item
- Making a thing and then searching for proof that it existed leads to a poor understanding of the historical context of that item

# EXAMPLE

I have 12 yards of modern Chinese brocade in my fabric stash. I don't want to buy more fabric for a project, so I make a Viking outfit from this material.

I decide to enter the outfit in an A&S competition. I spend hours looking for any evidence that the Vikings any kind of brocade for any purpose. I'm surprised when the judges mark me down for it.

# MISTAKE: CONTEXT MIXING

- In general, research should focus on the specific historical context of an item
- Try to avoid mixing places and time periods in one item unless there is evidence it was done that way

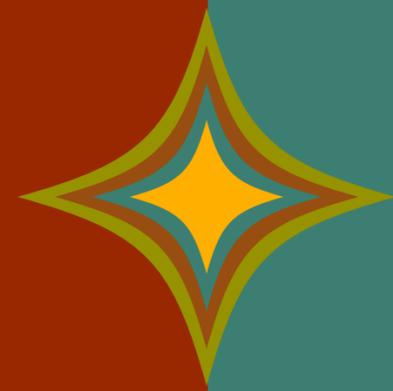
# EXAMPLE

Spain had plaid bias cut gowns in the 14th century. This is not support for making a 16th century Russian jacket in tartan plaid.

In other words, just because it's "period" somewhere does not mean it's "period" everywhere.

# MYTH: DOCUMENTATION IS REQUIRED

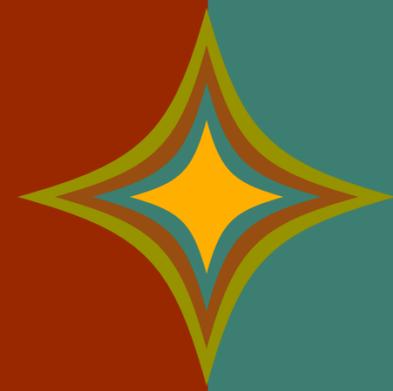
- Each competition or display has its own requirements
- You can enter even if you don't have documentation - it's usually worth points, but you can get feedback even without it



- Most importantly, documentation does not make you an artist/artisan, and the lack of it does not mean you aren't a "real" artist/artisan.
- It is perfectly acceptable to focus on making things rather than writing documentation - and there are other ways to communicate your knowledge

# MYTH: DOCUMENTATION HAS TO BE A MASTER'S THESIS

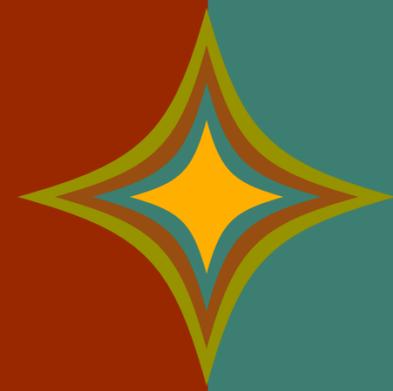
- Unless your project is a research paper, it doesn't need to be long
- Documentation can be as short as a 3x5 index card
- You can use bullet points, step by step instructions, or any other writing format that works



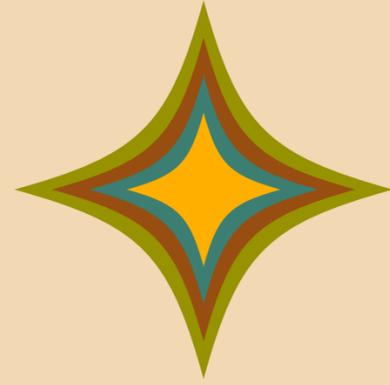
- EZ Docs is acceptable (unless otherwise stated in the event description)
- Too much information means judges spend more time reading and less time discussing with you
- Also, too much documentation may mean your focus is too broad or you're trying to do too much in one project

# MYTH: DOCUMENTATION HAS TO BE WRITTEN

- There is no set requirement that documentation has to be a paper
- Video docs are a great option both for virtual events and live events
- If possible, consider an iPad or tablet with a gallery of process images



- There is also no requirement that you write your documentation – you can dictate to someone
- QR codes can link a splashy graphic to an online version of your work – this is great for longer documentation that may be burdensome to read
- You could even record an audio narration of your documentation
- The eSCA opens up a lot of creative ways to document and present your research



# FINAL SUGGESTIONS





# DOCUMENTATION TIPS

## **Use the EZ Docs sheet to write an abstract**

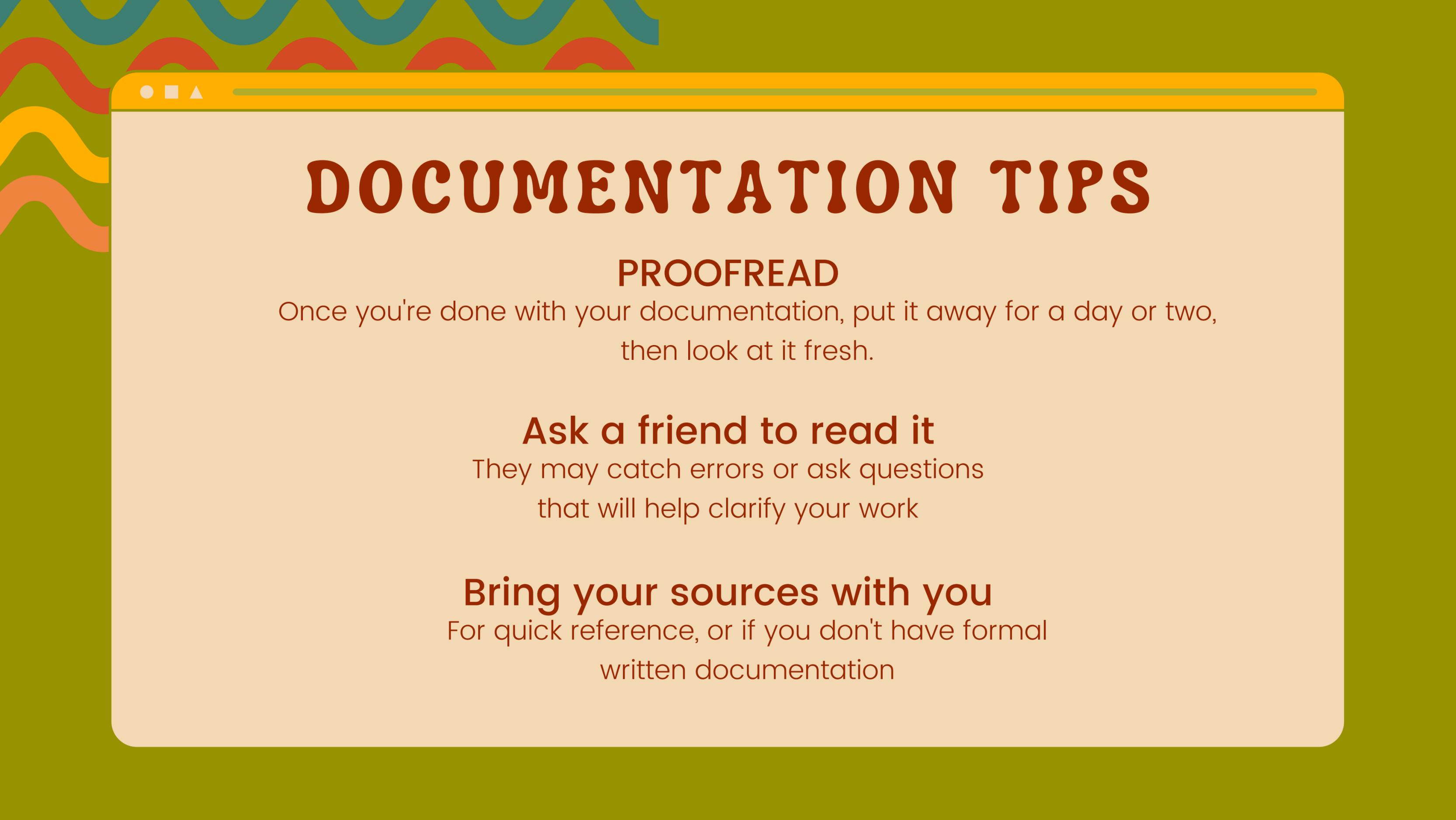
A short overview of your project is great for casual browsers and to give judges a starting snapshot of your project

## **Make a table of contents**

This helps direct people to specific parts of your documentation

## **Photos and images are AMAZING**

Think about including photos of your own process as well as extant items that inspired you



# DOCUMENTATION TIPS

## PROOFREAD

Once you're done with your documentation, put it away for a day or two, then look at it fresh.

## Ask a friend to read it

They may catch errors or ask questions that will help clarify your work

## Bring your sources with you

For quick reference, or if you don't have formal written documentation

# ON JUDGING

## **Know what you want**

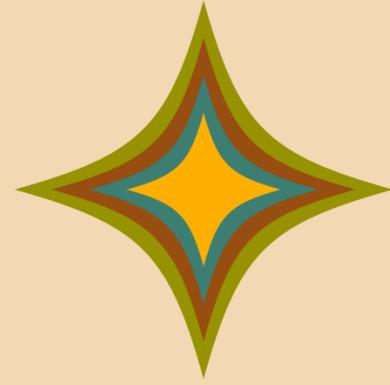
If you want only written feedback, tell us. If you're more interested in verbal feedback, tell us! We are happy to tailor the experience, as long as you communicate your needs.

## **Know the criteria**

Check your kingdom MOAS website or the competition website for the judging criteria, and read it over

## **Ask someone to pre-vet your scoresheet**

If you have anxiety or discomfort around the scoresheet, most Peers and other experienced A&S competitors will be happy to read it and distill the feedback with you



# RESOURCES



# DOCUMENTATION HELP

- Studiolo Peryn has a 21 page guide to documentation – perfect for folks who like a lot of structure  
<https://studioloperyn.files.wordpress.com/2013/07/documentation.pdf>
- Mistress Eithni's Documentation guides are some of the best on the SCA internet <https://eithni.com/research/documentation/>
- Karen Larsdatter's EZ Docs sheet is a great place to start – it's almost universally accepted across Atlantia  
<http://www.larsdatter.com/ezdoc/>

# CONTACT ME



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