UNIVERSITY OF CALGARY
DEPARTMENT OF ART

<u>UNDERGRADUATE COURSE OUTLINE</u>

Art (ART) 311 L02
Topics in Art
Interactive Storytelling
Spring 2020; May 6 – June 17, 2020
Mon & Wed, 12 – 2:50pm
(Online Synchronous delivery)

Instructor:	Alan Jones
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Web Page:	D2L
Office Hours:	By appointment - online

Course Description

Topics related to contemporary studio and curatorial practices such as spirituality, exhibitions, digital storytelling, new media, or public art.

* This course explores storytelling for new and emerging platforms like video games and the Internet, interactive fiction and cinema, mobile apps and virtual reality. Students will learn fundamental concepts related to interactive storytelling, reflect on interactive digital narratives from multiple genres, and complete practical storytelling assignments using accessible tools and techniques.

Prerequisites &/or Co-requisites
None.

Objectives of the Course

This course looks at the development, production, and use of digital stories. Digital story has become an avenue of expression leading to new forms of social networking and a means through which story is re-made for different media. The purpose is to examine techniques of story production through a range of digital media including games, VR, AR and other emerging technology, which will lead to the development, and production of stories by students. The capacity for digital storytelling has developed through the availability of convergent communication technologies, particularly consumer grade technologies such as those in smart phones and tablets. The availability of these technologies has meant that new skills and techniques of writing and producing are necessary which fit with computer screen technologies and other parameters of these new media forms. The subject will cover the relatively short history of this new field of media production, linking it to older forms of story

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telling in terms of connection to comparative and indigenous precursors and uses. Theories of narrative form, visuals, sound, music, subjectivity and identity will form part of the course with an examination of forms of collective and political engagement that develop out of digital story.

The course has a practical component, which will encourage the production of new forms of narrative through exercises and the use of skills developed in class.

Upon successful completion of this course, students should be able to:

1) Demonstrate developed knowledge of the principles and concepts of framing, sound, composition, visual storytelling, digital storytelling, and culture.
2) Demonstrate a sense of aesthetics and skills in communicating through both static and moving images.
3) Demonstrate creativity and originality in effectively developing and managing a visual story production.
4) Demonstrate critical thinking around interactive digital storytelling, online media production, and the social and cultural media environment.
5) Learn how to develop linear and nonlinear digital stories

Textbooks and Suggested Readings

Main Course Text (optional)

Digital Storytelling: A Creator's Guide to Interactive Entertainment (*3rd Edition), by Carolyn Handler Miller, Focal Press, 2014. (Available online at U of C Library.)

Note: if you are buying a copy, it is essential to have the most recent update of Miller's text for this class (3rd Edition, 2014), as it contains updates crucial to the course.

Suggested readings for this course will also include excerpts from the following books but may include others:

Hamlet on the Holodeck: The Future of Narrative in Cyberspace, by Janet H, Murray, MIT Press 2016.

Interactive Digital Narrative: History, Theory and Practice (Routledge Studies in European Communication Research and Education), edited by Koenitz, Ferri, Haahr, Sezen, and Ibrahim, Routledge, 2015.

Designing Games: A Guide to Engineering Experiences, by Tynani Sylvester, O'Reilly Publishing, 2013.

*Wherever possible, the above books will be available electronically from the U of C library web site. If not available in electronic form, excerpts from these texts will be provided to students by the instructor.

Suggested films/videos and online resources:

The history of video game graphics:
http://www.polygon.com/2014/11/25/7290005/this-history-of-video-game-graphics-is-a-walk-down-memory-lane

TED TALK: Andrew Stanton - Clues to a great story - Filmmaker Andrew Stanton ("Toy Story," "WALL-E") shares what he knows about storytelling -- starting at the end and working back to the beginning. Contains graphic language
https://www.ted.com/talks/andrew_stanton_the_clues_to_a_great_story?language=en

Asimov, Isaac, "Youth": -- http://www.gutenberg.org/ebooks/31547?msg=welcome_stranger

TED TALK: iPad storyteller Joe Sabia introduces us to Lothar Meggendorfer, who created a bold technology for storytelling: the pop-up book. Sabia shows how new technology has always helped us tell our own stories, from the walls of caves to his own onstage iPad.
https://www.ted.com/talks/joe_sabia_the_technology_of_storytelling

Film: "Big Fish", Directed by Tim Burton

INSTRUCTIONAL METHODS:

This course incorporates lecture, and discussion, group learning projects and student-created presentations. Individual assignments will be explained in detail as the course progresses

Assignments and Evaluation

There is no final Registrar-scheduled examination in this course. Marks are based on term work.

	Weight
Assignments: 3 x 10%	30%

Group Presentations:	20%
Final Project:	35%
Blogging and Participation - Students are expected to actively blog each week and participate in the online class discussions.	15%

Assignments:
There will be 3 individual written (350 words) assignments that students will need to complete and submit to the course Dropbox on D2L (Dates and topics are indicated in the Weekly Schedule – Due by 11:59 pm). These will comprise of short analytical, reflective or creative concepts that students will complete individually (e.g., character development exercises, creation of branching narratives, etc.).

Group Presentations: Each week students (in about 10 groups of 3 or 4) will be asked to provide a 15-minute presentation. The topic should be connected to the course content *Interactive Storytelling*.
NOTE: Students will base the topics on the course content provided in the weekly schedule. Each group will deliver a presentation to the class; all students in a group must speak and will receive the same grade for the assignment. The Sign-up for groups will begin during **class #1** on **May 6, 2020.** The first two group presentations will be delivered starting **Class #3** (**May 13, 2020**)
Two group presentations will be delivered during each subsequent class, until the last group has presented.

Final Project Assignment: The Final Project will require students to develop a "core concept" for an interactive storytelling project of their own choosing, and connect this proposed idea with practical and

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theoretical concepts explored in the course. Students will submit a project proposal by **May 25**. The Final Project should consist of creating either a detailed "concept document" **or** a small piece of interactive media (using free and accessible media creation tools) that expresses their project idea in detail. Length will be a maximum of 5 minutes. *The final assignment should also include a **video rationalization** of the concept to support the final project.* - **Due June 17 by 4:00 pm.**

The Art of Interactive Storytelling – Spring 2020 - Schedule

Week	Date	Class Activities	Deliverables
1	May 6, 2020	Introduction to the class **Lecture:** History of Storytelling **Watch** TED Talk: Twitter - https://bit.ly/2W7DUzK Independently: Watch Film: Big Fish by Tim Burton	**Sign up for Groups on D2L**
2	May 11, 2020 May 13, 2020	**Lecture:** A Hero's journey **Watch** TED talk: Andrew Stanton - Clues to a great story - Filmmaker Andrew Stanton **Group** Presentations: (A History of Storytelling) **Independently: Watch Video** https://bit.ly/3b6HHBJ	**Assignment 1**: Review of the Film – Big Fish (350 words) **Groups 1&2 Presentations**
3	May 18, 2020 May 20, 2020	**Victoria Day Holiday** **Group** Presentations	**Assignment 1 Due** **Groups 3&4 Presentations**
4	May 25, 2020 May 27, 2020	**Lecture:** Video Games and Storytelling **Watch** TED talk: iPad Storyteller Joe Sabia **Group** Presentations: (Video Games & Storytelling) **Independently: Watch Videos 1 to 5** https://bit.ly/3baH8XE	**Assignment 2:** Review of a Hero's Journey (350 words) ***Final Project Proposal*** **Groups 5&6 Presentations**
5	June 1, 2020 June 3, 2020	**Lecture:** Social media and storytelling **Watch** TED TALKS: https://bit.ly/35ypFHz **Group** Presentations: (Social media & Storytelling) **Independently: Watch Video** https://bit.ly/2W4cL0S	**Assignment 2 Due** **Groups 7&8 Presentations**
6	June 8, 2020 June 10, 2020	**Lecture:** Using digital storytelling for promotion and advertising **Watch** TED talk: https://bit.ly/2SE6YNn **Group** Presentations: (Using Storytelling for Promotion & Advertising) **Independently: Watch Video** https://bit.ly/2ynJhSG	**Assignment 3:** Review of Video Games and Storytelling (350 words) **Groups 9&10 Presentations**

7	June 15, 2020 June 17, 2020	**Lecture:** Review of Final Projects **Watch** TED TALK: Jonathan Harris https://bit.ly/2YAG0tF	**Assignment 3 Due** **Final Project due -** **"Digital Story"**

Please complete all assignments in digital form and submit directly to the course D2L Dropbox as per instructions provided by the instructor – Assignments are **due on the day by 11:59 pm** unless otherwise noted.

All due dates are final unless otherwise negotiated with the instructor.

Students are not required to receive a passing grade on any one single component of the course in order to pass the course as a whole.

Writing

There are no term papers associated with this course; however, there will be a number of written homework assignments and a final project assignment. Quality of writing will be a factor in the evaluation of some of this student work (*particularly the Final Project assignment, which will be graded in part based on the clarity and comprehensiveness of the written component).*

Registrar-Scheduled Final Exam – NO

Note: It is the student's responsibility to keep a copy of or any relevant documentation regarding each submitted assignment.

Late Assignment Policy

Due dates are final unless otherwise negotiated with the instructor.
Assignments will not be accepted late. They must be submitted by the date set by the instructor.

The Group Presentation needs to be delivered on the scheduled date, except in the case of medical or other emergencies, and/or unless due accommodation has been made.

The Final Project assignment will not be accepted late unless prior arrangements have been made with the instructor, or unless due accommodation has been made in the case of medical and other emergencies (see Academic Accommodation below). Even if accepted, the final assignment may incur a grade penalty of 5% per day of lateness, dependent upon the reason.

Additional Information

There will be no additional costs required for course supplies or other materials.

In some cases, students may wish to make personal purchases in order to use a specific piece of media as the subject of an assignment. (e.g., they may wish to purchase interactive games or mobile apps via an online app store, acquire a headset to view a VR experience, or similar). However, personal purchases like these are not generally a requirement for this course, and students should be able to complete all assignments using interactive media that is available free of charge on the internet or elsewhere.

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Grading Method/Grading Scale:

Percentage	Grade	G.P.V.	Grade Definition
96-100	A+	4.0	Outstanding
90-95	A	4.0	Excellent-superior performance, showing comprehensive understanding of subject matter.
85-89	A-	3.7	
80-84	B+	3.3	
75-79	B	3.0	Good – clearly above average performance with knowledge of subject matter generally
70-74	B-	2.7	
65-69	C+	2.3	
60-64	C	2.0	Satisfactory – basic understanding of the subject
55-59	C-	1.7	
53-54	D+	1.3	
50-52	D	1.0	Minimal pass – marginal performance; generally insufficient preparation for subsequent courses in the same subject.
0-49	F	0	Fail – unsatisfactory performance or failure to meet course requirements.

Internet and Electronic Communication Device Information

N.A.

Academic Accommodations

The student accommodation policy can be found at ucalgary.ca/access/accommodations/policy.

Students needing an Accommodation because of a Disability or medical condition should communicate this need to Student Accessibility Services in accordance with the Procedure for Accommodations for Students with Disabilities ucalgary.ca/policies/files/policies/student-accommodation-policy.

Students needing an Accommodation based on a Protected Ground other than Disability, should communicate this need, preferably in writing, to the course instructor.

Academic Standing

For more information go to http://www.ucalgary.ca/pubs/calendar/current/f.html

Deferral of Exams/Term work

It is possible to request a deferral of term work or final examination(s) for reasons of illness, accident, family or domestic affliction, or religious obligations. Please check with Enrolment Services if any of these issues make it impossible for you to sit an exam or finish term work by stated deadlines.

For more information about deferring a final exam go to https://www.ucalgary.ca/registrar/exams/deferred-exams

For more information about deferral of term work go to http://www.ucalgary.ca/pubs/calendar/current/g-7.html

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http://www.ucalgary.ca/registrar/files/registrar/deferred_termwork15.pdf

F.O.I.P.

For more information go to https://www.ucalgary.ca/legalservices/foip

Writing/Plagiarism

Writing skills are not exclusive to English courses and, in fact, should cross all disciplines. The University supports the belief that throughout their University careers, students should be taught how to write well so that when they graduate their writing abilities will be far above the minimal standards required at entrance. Consistent with this belief, students are expected to do a substantial amount of writing in their University courses and, where appropriate, members of faculty can and should use writing and the grading thereof as a factor in the evaluation of student work. The services provided by the Writing Support Services can be utilized by all undergraduate and graduate students who feel they require further assistance.

For more information go to
http://www.ucalgary.ca/ssc/writing-support or
http://www.ucalgary.ca/pubs/calendar/current/e-2.html

Using any source whatsoever without clearly documenting it is a serious academic offense. Consequences include failure on the assignment, failure in the course and possibly suspension or expulsion from the university. Visual art projects submitted for course credit must be produced by the student specifically for this class. Students must not submit projects if credit has or will be provided for it in another class. This includes re-worked assignments from previous or concurrent courses, unless
permission is provided in writing by the instructor. Additionally, the student is asked to be mindful of using visual sources from the internet, ensuring that that material is not derived from any on-line or other available source, and that appropriate copyright permission is granted, when required.

Lockers
N.A.

Models

N.A.

Portfolios and Assignments

N.A.

Ethics

Whenever you perform research with human participants (i.e., surveys, interviews or observation) as part of your university studies, you are responsible for following university research ethics guidelines. Your instructor must review and approve of your research plans and supervise your research.

For more information go to http://www.ucalgary.ca/pubs/calendar/current/e-5.html or
https://www.ucalgary.ca/research/researchers/ethics-compliance/chreb

Campus Mental Health Resources

SU Wellness Centre and the Campus Mental Health Strategy

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Campus Security/Safewalk

Call 220-5333 anytime. Help phones are located throughout campus, parking lots and elevators; they connect directly to Campus Security - in case of emergency, press the red button.

For more information go to http://www.ucalgary.ca/security/safewalk

Emergency Evacuation

For more information go to http://www.ucalgary.ca/emergencyplan/assemblypoints

Student Misconduct

For more information go to http://www.ucalgary.ca/pubs/calendar/current/k.html

Student Ombudsman

For more information go to http://www.ucalgary.ca/provost/students/ombuds
Student Union

For more information go to http://www.su.ucalgary.ca/

Faculty of Arts Program Advising and Student Information Resources

Have a question but not sure where to start? The Arts Students' Centre is your information resource for everything in the Faculty of Arts. Stop by SS102, call us at 220-3580 or email us at ascarts@ucalgary.ca.
You can also visit the Faculty of Arts website at http://arts.ucalgary.ca/undergraduate which has detailed information on common academic concerns.

For program planning and advice, contact the Student Success Centre at 220-5881 or visit them on the 3rd floor of the Taylor Family Digital Library.

For registration (add/drop/swap), paying fees and assistance with your Student Centre, contact Enrolment Services at 210-ROCK [7625] or visit them at the MacKimmie Library Block.

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