

Module 14: Digital Storytelling

Stage		1					
Semester		1					
Module Title		Digital Storytelling					
Module Number		14					
Module Status		Elective					
Module ECTS Credits		5					
Module NFQ level		9					
Pre-Requisite Module Titles		None					
Co-Requisite Module Titles		None					
Capstone Module?		No					
List of Module Teaching Personnel		Steven Benedict, Tim Dawson					
Contact Hours				Non-contact Hours			Total Effort (hours)
36				64			100
Lecture	Practical	Tutorial	Seminar	Assignment	Placement	Independent Work	
18	18			24		40	
Allocation of Marks (Within the Module)							
	Continuous Assessment	Project	Practical	Final Examination	Total		
Percentage Contribution	100				100%		

Module Learning Outcomes

On successful completion of this module learners will be able to:

1. Demonstrate coherence of thought, technical correctness, and clarity of expression in their writing.
2. Compare, contrast and evaluate the role of plot and narrative to the delivery of a message
3. Demonstrate an understanding of traditional narrative structure
4. Use creative, original and innovative techniques to deliver stories and to communicate a message
5. Display effective writing skills in a variety of genres and situations.
6. Show leadership in the choice of narrative structure for a product

Module Objectives

This module introduces learners to the craft and disciplines of writing multimedia scripts. Learners learn the formatting and style requirements of writing fiction and non-fiction scripts. This module provides learners with an introduction to oral storytelling, traditional structure of narratives, multi-story narratives, non-linear structures, and unusual narrative structures (circular, broken, twisted, inverted structures).

Module Curriculum

Literacy in Digital Media

Understanding the culture and contexts that new media is developing

Aesthetics/Grammar/Narrative Voice in Digital Media

Writing and design skills necessary for creating effective digital media

History of Story telling

Oral storytelling, art of memory, change from oratory to writing, traditional structure of narratives

Alternative structures of narratives

Multi-story narratives, Non-linear structure, break of narrative, backward narrative, circular structures, death of main character

Specific Requirements of Scriptwriting

Formatting, Style requirements for games, video & film production, animation and multimedia artefacts, Drafting

Reading Lists and other learning materials

Recommended Reading

Digital Storytelling: A Creator's Guide to Interactive Entertainment	Miller	Focal Press	2004
Hamlet on the Holodeck: The Future of Narrative in Cyberspace	Murray	MIT Press	1998
Writing for Video Games	Ince	A & C Black Publishers Limited	2006

Secondary Reading

Narrative Across Media: The Languages of Storytelling	Ryan	University of Nebraska Press	2004
Chris Crawford on Interactive Storytelling	Crawford	New Riders	2004
Developing story ideas	Rabiger	Focal	2005

Additional reading as recommended by lecturer, appropriate to topic.

Module Learning Environment

Lectures are carried out in class rooms / lecture halls in the College. Lab tutorials are carried out in computer labs throughout the Campus. All have the software required to deliver the programme.

Library

All learners have access to an extensive range of physical and electronic (remotely accessible) library resources. The library monitors and updates its resources on an on-going basis, in line with the College's Library Acquisition Policy. Lecturers update reading lists for this course on an annual basis as is the norm with all courses run by Griffith College.

Module Teaching and Learning Strategy

Learners are taught using a combination of lectures and tutorials and workshops. Films, books, games and digital media projects are extensively used to provide examples. Learners are required to spend some time outside of lectures attending screenings.

Module Assessment Strategy

Assessment is 100% continuous.

In each discipline, there is an emphasis on the difference between what is 'written on the page' and what is 'seen on the stage': a script vs. the finished film, the design vs. the finished game.

Throughout the module, concepts such as the three act structure (for scripts) and levels (for games), circular / closed / inverted and interactive narrative are examined. The crucial difference is that narratives for scripts are 'closed' while the narratives for games remain 'open'.

Learners are assessed on the following, completed during the course of the module:

The learners are required to present one piece of work: a finished screen / gameplay. This assessment addresses all of the learning outcomes detailed above.

This singular piece has three elements.

Element No.	Weighting	Type	Description	Learning Outcomes Assessed
1	20%	Assignment	Outline (concept)	1-6
2	30%	Assignment	Treatment (detailed structure of script/game)	1-6
3	50%	Assignment	Complete and formatted screenplay/gameplay	1-6