

# DIGITAL STORYTELLING

<b>COURSE NUMBER:</b> DIG6027	<b>INSTRUCTOR:</b> DR. KYLE BOHUNICKY
<b>SEMESTER/YEAR:</b> FALL B 2018	<b>OFFICE LOCATION/HOURS:</b> T 9AM-12PM & APPOINTMENTS
<b>CREDIT HOURS:</b> 2.0	<b>CONTACT EMAIL:</b> KYLE@DIGITALWORLDS.UFL.EDU
<b>CLASS LOCATION:</b> CSE E413	<b>CONTACT PHONE:</b> (352) 294-2000
<b>CLASS MEETING TIME(S):</b> T, TH - P 4 & 5	<b>COURSE WEBSITE:</b> elearning.ufl.edu

## COURSE DESCRIPTION

Digital Storytelling explores the application of narrative and story to digital interactive media. Students will explore how various narrative traditions and theories can be used to tell stories through digital games, VR, and AR. Course materials include a variety of multimodal media for students to engage with, and they will be expected to draw on these media to produce their own creative artifacts and written responses that grapple with the techniques and concepts discussed throughout the course.

## PREREQUISITE KNOWLEDGE AND SKILLS

- MA in Digital Arts and Sciences major

## PURPOSE OF COURSE

More and more, digital technologies rely story and narrative. Social media platforms including Facebook and Twitter, digital games from *Tetris* to *Dark Souls*, and professional websites all harness key narrative techniques to produce effective and engaging media. Moreover, users regularly adapt these platforms for storytelling. Yet despite technology's deep immersion in narrative and storytelling, oftentimes designers and users alike are ill-equipped to create and understand how these stories work. In this course, therefore, students will learn about and experiment with integrating various modes of storytelling into interactive forms of media including digital games, websites, virtual reality, and social networks. Ultimately, this course will help to prepare students for storytelling with cutting edge digital technology.

## COURSE GOALS AND/OR OBJECTIVES: *By the end of this course, students will be able to:*

1. Apply narrative theory to digital games, VR environments, and AR applications
2. Understand core components of storytelling
3. Harness the cultural functions of a variety of story structures
4. Understand varying cultural storytelling practices and how they interact in digital media
5. Create experimental digital stories that harness the unique properties of different multimedia tools

**COURSE SCHEDULE:**

This schedule is only a guide and is subject to change. Unless otherwise indicated, assignments and readings are due the day they are listed on the syllabus, not the following day.

Date	Class Discussion
<p><b>Oct 16<sup>th</sup></b></p>	<p><b>Topic</b>                      Syllabus and Assignments Review                      Discuss pixi.js, Steam Environments, and Unity AR development</p> <p>Pixi.js: <a href="https://github.com/kittykatattack/learningPixi">https://github.com/kittykatattack/learningPixi</a></p> <p>Steam Environments:  <a href="https://developer.valvesoftware.com/wiki/SteamVR/Environments/Environment_Tutorial:_Hammer_and_Basic_Lighting">https://developer.valvesoftware.com/wiki/SteamVR/Environments/Environment_Tutorial:_Hammer_and_Basic_Lighting</a></p>
<p><b>Oct 18<sup>th</sup></b></p>	<p><b>Topic</b>                      “Stories”</p> <p><b>Assignment</b>                      Read: “Stories and Storytelling,” “Ramsdell – Storytelling,” “Crawford Chapter 1,” and “Narrative”                      Watch: <a href="https://www.youtube.com/watch?v=9qXzdIjp_eQ">https://www.youtube.com/watch?v=9qXzdIjp_eQ</a> and explore <a href="https://hammer.ucla.edu/exhibitions/2018/stories-of-almost-everyone/">https://hammer.ucla.edu/exhibitions/2018/stories-of-almost-everyone/</a>                      Response 1 Due</p>
<p><b>Oct 23<sup>rd</sup></b></p>	<p><b>Topic</b>                      “Digital” Stories</p> <p><b>Assignment</b>                      Read “Grodal – Ear Eye Muscles,” “Landy – Interactivity,” Crawford Chapter 2,” “Crawford Chapter 3,” and “Anthropy and Clark – Chapter 7”                      Play <i>Passage</i>                      Response 2 Due</p>
<p><b>Oct 25<sup>th</sup></b></p>	<p><b>Topic</b>                      “Reading” Digital Stories</p> <p><b>Assignment</b>                      Read Barthes <i>S/Z</i> Chapters 1 – 12 (pgs 1 – 20), Aarseth Chapter 1, Harpold Chapter 2, Galloway Chapter 1                      Watch “Death to the Three Act Structure” <a href="https://www.youtube.com/watch?v=m6Hjfu0-oZY">https://www.youtube.com/watch?v=m6Hjfu0-oZY</a></p>

	Response 3 Due
<b>Oct 30<sup>th</sup></b>	<p><b>Topic</b> Incompatibilities Between Digital and Story</p> <p><b>Assignment</b> Read Joyce – Collaborative Criteria for Agency, Tavinor “Fiction,” Arsenault “Narratology,” Aarseth “Ludology,” Frasca “Simulation vs Narrative,” Kapell “The Ludic and Narrative Dialectic” Watch “Death to the Three Act Structure” <a href="https://www.youtube.com/watch?v=m6Hifu0-oZY">https://www.youtube.com/watch?v=m6Hifu0-oZY</a> Response 4 Due</p>
<b>Nov 1<sup>st</sup></b>	<p><b>Topic</b> Designing for Digital Storytelling</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 1, <i>Life is Short, Art is Shorter</i> Introduction Complete only ONE of the following writing exercises: 1, 2, 3 Discuss progress on pixi.js, Steam Environments, and Unity AR development</p>
<b>Nov 6<sup>th</sup></b>	<p><b>Topic</b> Telling Stories Digitally</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 2 and Anthropy and Clark Chapters 1 – 2 Complete only ONE of the following writing exercises: 1, 4</p>
<b>Nov 8<sup>th</sup></b>	<p><b>Topic</b> Character Development</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 3 and Anthropy and Clark “Conversations” and Chapter 5 Complete writing exercise 1 AND one of the following writing exercises: 2 3, 5</p>
<b>Nov 13<sup>th</sup></b>	<p><b>Topic</b> Dialogue and Digital Storytelling</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 4 and Anthropy and Clark Chapter 6 Complete only ONE of the writing exercises Demo pixi.js story prototype</p>
<b>Nov 15<sup>th</sup></b>	<p><b>Topic</b> Setting and Environmental Storytelling</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 5, Jenkins “Game Design as Narrative Architecture,” Video Game Studies Reader Chapters 12, 13, and 16</p>

	Complete only ONE of the writing exercises
<b>Nov 20<sup>th</sup></b>	<p><b>Topic</b> Time</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 6, Selections from <i>Game Time</i> Complete only ONE of the writing exercises Demo Steam Environment prototype</p>
<b>Nov 22<sup>nd</sup></b>	<b>Holiday, no class</b>
<b>Nov 27<sup>th</sup></b>	<p><b>Topic</b> Creating Perspective</p> <p><b>Assignment</b> Read <i>Writing Fiction</i> Chapter 8, Video Game Studies reader Chapter 5, 14, Galloway Chapter 2 Complete only ONE of the writing exercises</p>
<b>Nov 29<sup>th</sup></b>	<p><b>Topic</b> In-class workshop day</p> <p><b>Assignment</b> Bring prototypes to class</p>
<b>Nov 4<sup>th</sup></b>	<p><b>Topic</b> Course Conclusion, demo AR prototype</p> <p><b>Assignment</b> <b>Final Project due Dec 14<sup>th</sup> at 5 PM</b> <b>We will not meet for our scheduled course final. Please submit your project electronically or with a jump drive in my Digital Worlds Mailbox by Dec 14<sup>th</sup> at 5 PM.</b></p>

**REQUIRED TEXTBOOKS AND SOFTWARE:**

1. *Writing Fiction*, 9<sup>th</sup> Edition, Janet Burroway et al.

**RECOMMENDED MATERIALS:**

1. Unity - <https://unity3d.com/>
2. Steam - <https://store.steampowered.com/>
3. Pixi.js - <http://www.pixijs.com/>

**COURSE FEES:**

Course fees are assessed for certain courses to offset the cost of materials or supply items consumed in the course of instruction. A list of [approved courses and fees](#) is published in the Schedule of Courses each semester. (UF-3.0374 Regulations of the University of Florida).

Material and supply and equipment use fee information is available from the academic departments or from the schedule of courses (Florida Statutes 1009.24). The total course fee for this class is \$0

The total course fee for each course is listed on the UF Schedule of Courses.

[\(https://registrar.ufl.edu/soc/\)](https://registrar.ufl.edu/soc/).

**EVALUATION OF GRADES**

Assignment	Total Points	Percentage of Grade
<b>Writing Exercises</b> – Writing Practices from <i>Writing Fiction</i>	900	20%
<b>Prototypes</b> – You will produce prototypes for a game, a VR, and an AR story	200	25%
<b>Responses</b> – Short responses accompanying each reading	100	20%
<b>Final Project</b> – Choose one prototype and polish into a publishable interactive story	100	25%
<b>Participation</b> – Students are expected to actively participate in class discussions, both in class as well as in class online forums outside class meetings.	100	10%

**GRADING SCALE:**

Letter Grade	% Equivalency	GPA Equivalency
A	94 – 100%	4.0
A-	90 – 93%	3.67
B+	87 – 89%	3.33
B	84 – 86%	3.00
B-	80 – 83%	2.67
C+	77 – 79%	2.33
C	74 – 76%	2.00
C-	70 – 73%	1.67
D+	67 – 69%	1.33
D	64 – 66%	1.00
D-	60 – 63%	.67
E, I, NG, S- U, WF	0 – 59%	0.00

More information on grades and grading policies is here:

<https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

## **COURSE POLICIES:**

### **PARTICIPATION / ATTENDANCE**

We value participation more than mere attendance. Each Instructor is responsible for communicating the specific details of what percentage of your grade (if any) will be assigned to participation, and how class participation will be measured and graded. Real Time [RT] interaction with your peers and the Instructor will empower you to greater achievement.

In our course, attendance for On-Campus and RT On-Line students is mandatory. Students are allowed **one unexcused absence**. If you miss more than **one class** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **three classes**, you will fail the course. Exempt from this policy are only those absences involving university-sponsored events, such as athletics and band, and religious holidays, family emergencies, and health issues for which **you must provide appropriate documentation in advance of the absence**.

Additionally, tardiness will not be tolerated. If you are tardy for three class periods, you will receive an unexcused absence.

YOT On-Line students will be expected to stay in sync with the rest of the class, and to achieve their participation portion by recording their responses to course material in advance of each lecture at least once a week.

### **MAKE-UP POLICY**

Unless discussed at least 72 hours in advance of the deadline, late assignments will not be accepted. Excluded from this policy are any assignments missed due to medical emergencies.

Requirements for class attendance and make-up exams, assignments, and other work in this course are consistent with university policies that can be found at:

<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>

### **COURSE TECHNOLOGY**

The students will be required to have access to and use a personal computer with the access to the Internet. Word editing software will be required for written assignments.

The University of Florida and Digital Worlds requires that students have access to and on-going use of a laptop/mobile computer for DIG courses in order to be able to function in the current learning environment. Students are required to access electronic forms of information, submit assignments and communicate with other students and faculty electronically.

### **COURSE COMMUNICATIONS**

*Students can communicate directly with the Instructor regarding the course material through the course management system (CANVAS). Electronic communication must demonstrate a formal tone and style and, unless absolutely urgent, will be responded to M-F from 9 AM to 5 PM.*

### **VIDEO LECTURE CAPTURE**

High-quality video lecture capture of this course is available only for enrolled students. These video captures are edited and posted within 24-48 hours of the class meeting for the benefit of the Your Own Time [YOT] students and to offer the potential for review by on-campus and Real Time [RT] online students. For the on-campus and RT students, watching lectures in lieu of attending and participating in class is NOT acceptable.

### **NOTE ON INSTRUCTION**

This is a discussion-based course, not a lecture. As such, the value of this class will depend largely on what and how you decide to contribute to it. I expect everyone to participate in discussion by carefully engaging with the assigned readings. Many of these texts are complex, and some may challenge your conception of interactive media/stories, so careful reading and note taking is necessary. Give yourself enough time to work through the texts and approach each reading/discussion generously and with an open-mind.

### **COURSE TECHNOLOGY SUPPORT:**

The [Technology Support Center](http://digitalworlds.ufl.edu/support) provides computer support for Digital Worlds students who access Visimeet, lecture recordings, student equipment, facilities and other technology-based resources. <http://digitalworlds.ufl.edu/support>

For computer assistance related to Visimeet, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email [support@digitalworlds.ufl.edu](mailto:support@digitalworlds.ufl.edu).

For support related to account services, technical consulting, mobile device services, software services, administrative support, application support center, and learning support services, please contact the [UF Computer Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or [helpdesk@ufl.edu](mailto:helpdesk@ufl.edu).

### **UF POLICIES:**

#### **UNIVERSITY HONESTY POLICY**

UF students are bound by The Honor Pledge that states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received

unauthorized aid in doing this assignment.” The [Honor Code](#) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

### **CLASS DEMEANOR**

Students are expected to arrive to class on time and behave in a manner that is respectful to the instructor and to fellow students. Please avoid the use of cell phones and restrict eating to outside of the classroom. Opinions held by other students should be respected in discussion, and conversations that do not contribute to the discussion should be held at minimum, if at all.

### **STUDENTS REQUIRING ACCOMMODATIONS**

Students with disabilities requesting accommodations should first register with the [Disability Resource Center](#) (352-392-8565) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

### **NETIQUETTE COMMUNICATION COURTESY**

All members of the class are expected to follow rules of common courtesy in all email messages, threaded discussions and chats, more information can be found at: <http://teach.ufl.edu/wp-content/uploads/2012/08/NetiquetteGuideforOnlineCourses.pdf>

### **ONLINE COURSE EVALUATIONS**

Students are expected to provide feedback on the quality of instruction in this course by completing [online evaluations](#). Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at [evaluation results](#).

## **CAMPUS RESOURCES**

### **HEALTH AND WELLNESS**

#### **U Matter, We Care**

If you or a friend is in distress, please contact [umatter@ufl.edu](mailto:umatter@ufl.edu) or 352 392- 1575 so that a team member can reach out to the student.

Counseling and Wellness Center

<http://www.counseling.ufl.edu/cwc/Default.aspx>, 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)  
Student Health Care Center, 392-1161.



University Police Department, 392-1111 (or 9-1-1 for emergencies). <http://www.police.ufl.edu/>

### ACADEMIC RESOURCES

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <http://www.crc.ufl.edu/>

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <http://teachingcenter.ufl.edu/>

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <http://writing.ufl.edu/writing-studio/>

Student Complaints Campus:

[https://www.dso.ufl.edu/documents/UF\\_Complaints\\_policy.pdf](https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf)

On-Line Students Complaints:

<http://www.distance.ufl.edu/student-complaint-process>

*Disclaimer: This syllabus represents the instructor's current plans and objectives. As we go through the semester, those plans may need to change to enhance the class learning opportunity. Such changes, communicated clearly, are not unusual and should be expected.*