DIGITAL STORYTELLING

COURSE NUMBER: DIG3433	**INSTRUCTOR:** DR. KYLE BOHUNICKY
SEMESTER/YEAR: FALL 2019	**OFFICE LOCATION/HOURS:** M 2 – 4, T 2 - 3
CREDIT HOURS: 3.0	**CONTACT EMAIL:** KYLE@DIGITALWORLDS.UFL.EDU
CLASS LOCATION: NRG 0205	**CONTACT PHONE:** (352) 294-2000
CLASS MEETING TIME(S): M 4, W 4 - 5	**COURSE WEBSITE:** elearning.ufl.edu

COURSE DESCRIPTION

Digital Storytelling introduces students to the history and practice of designing narrative media. Students will explore how various narrative traditions still influence the design of stories in interactive forms of digital media. 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 stories that grapple with the techniques and concepts discussed throughout the course.

PREREQUISITE KNOWLEDGE AND SKILLS

- BA 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. Use fundamental storytelling techniques in the creation of digital media
2. Recognize and interpret basic components of storytelling (protagonist/antagonist, conflict, goal, plot arc, etc.)
3. Analyze the meaning and cultural functions of a variety of digital stories
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

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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
Aug 21	**Topic** Syllabus and Assignments Review
Aug 26	**Topic** What are "Stories?" **Assignment** Read: "Stories and Storytelling" and "Ramsdell – Storytelling" Watch: https://www.youtube.com/watch?v=9qXzdlJp_eQ and explore https://hammer.ucla.edu/exhibitions/2018/stories-of-almost-everyone/ **Due:** Module 1 Discussion
Aug 28	**Topic** What are "Stories?" Continued **Assignment** Read "Crawford Chapter 1" and Ryan "Narrative" Play *Passage* and *Tetris* **Due:** Module 1 Assignment
Sept 2	**Holiday, no class**
Sept 4	**Topic** Writing Stories **Assignment** Read: *Writing Fiction* Chapter 1 **Due**: Module 2 Assignment 1
Sept 9	**Topic** Writing <u>Short</u> Stories **Assignment** Read: *Life is Short—Art is Shorter* Intro **Due**: Module 2 Discussion & Module 2 Assignment 2
Sept 11	**Topic** Evolution of Interactive Stories

	Assignment Read: Miller Chapter 1	
Sept 16	**Topic** Linear, Non-Linear, and Hybrid Stories **Assignment** Read: Crawford Chapter 2 **Due:** Module 3 Assignment & Module 3 Discussion	
Sept 18	**Topic** Defining Interactive Storytelling **Assignment** Read: Landy "Interactivity" Play The Brain Drawing the Bullet **Due:** Module 4 Assignment	
Sept 23	**Topic** Other Forms of Interactivity **Assignment** Read: Grodal "Stories for Eyes, Ears, and Muscles" Play: With Those We Love Alive **Due:** Module 4 Discussion 2	
Sept 25	**Topic** Shapes of Fiction **Assignment** Read: Stern *Making Shapely Fiction* first half of Part 1 **Due:** Module 5 Assignment 1	
Sept 30	**Topic** Shapes of Fiction **Assignment** Read: Stern *Making Shapely Fiction* second half of Part 1 **Due:** Module 5 Discussion	
Oct 2	**Topic** Technique: Showing and Telling **Assignment** Read *Writing Fiction* Chapter 2 **Due:** Module 6 Discussion	

Oct 7	**Topic** Showing vs Telling for Interactive Stories **Assignment** Watch: [House of Small Cubes](#) Play: [Loss of Grasp](#) **Due**: Module 6 Assignment 2
Oct 9	**Topic** Structure in Storytelling **Assignment** Read: *Writing Fiction* Chapter 7 **Due:** Module 7 Discussion
Oct 14	**Topic** Structure in Storytelling Continued **Assignment** Watch: We Bear Bears (in class) **Due:** Module 7 Assignment 2
Oct 16	**Topic** Structure for Interactive Stories **Assignment** Read: [Game Design as Narrative Architecture](#) Watch: "Death to the Three Act Structure" https://www.youtube.com/watch?v=m6Hjfu0-oZY **Due:** Module 8 Discussion
Oct 21	**Topic** Workshop Session 1 – Share Stories **Assignment** Written Microstory Drafts
Oct 23	**Topic** Workshop Session 1 – Provide Feedback **Assignment** Written Microstory Draft Feedback
Oct 28	**Topic** Rules in Interactive Stories **Assignment** Read: Juul *Half-Real* Chapter 5

	Play: *Sonic the Hedgehog 2* **Due:** Module 10 Discussion
Oct 30	**Topic** Rules in Interactive Stories Continued **Assignment** Read: Anthropy and Clark Chapter 7 **Due:** Module 10 Assignment 2
Nov 4	**Topic** Interactive Storytelling Mechanics **Assignment** Read: Sicart *Defining Game Mechanics* **Due:** Module 11 Discussion
Nov 6	**Topic** Character Development **Assignment** Read *Writing Fiction* Chapter 3 **Due:** Module 12 Discussion
Nov 11	**Topic** Holiday – No Class
Nov 13	**Topic** Character Development Continued **Assignment** Read *Writing Fiction* Chapter 4 **Due:** Module 12 Assignment 1
Nov 18	**Topic** Character Development for Interactive Stories **Assignment** Read *Interactive Storytelling for Video Games* Chapters 4 and 5 **Due:** Module 13 Assignment 1 and Module 13 Discussion
Nov 20	**Topic** Discuss Playable Story Drafts **Assignment** Submit Playable Story Drafts
Nov 25	**Topic** Discuss Playable Story Drafts Feedback

	Assignment Playable Story Draft Feedback	
Dec 2	**Topic** Open Class Feedback Day	
Dec 4	**Topic** Discuss Final Changes for Playable Stories **Assignment** **Final Project due Dec 12 at 5 PM** **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 12th at 5 PM.**	

REQUIRED TEXTBOOKS AND SOFTWARE:

1. *Writing Fiction*, 9th Edition, Janet Burroway et al.
2. *Making Shapely Fiction*, Stern

RECOMMENDED MATERIALS:

1. Unity - https://unity3d.com/
2. GameMaker - https://www.yoyogames.com/gamemaker
3. Twine - https://twinery.org/
4. Inform 7 - http://inform7.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 $0.00

The total course fee for each course is listed on the UF Schedule of Courses. (https://registrar.ufl.edu/soc/).

EVALUATION OF GRADES

Assignment	Total Points	Percentage of Grade
Discussions – Pre-Class writing exercises to guide discussion	250 (50 each)	20%

Story Drafts – You will produce two drafts of your story	200	25%
Assignments – Longer responses to course topics	250	20%
Final Project – Working in groups of three, create a very short interactive story based on your drafts	100	25%
Participation – 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 **three unexcused absences**. If you miss more than **three classes** during the semester, each additional absence will lower your overall grade by **100 points**. If you miss more than **six 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.

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.

Your Instructor will provide you with this semester's login information during the first week of class. It is not permissible to share or distribute video login information to anyone other than officially enrolled students of this course. Lecture videos can be found at https://vimeo.com/digitalworlds.

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.

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.

PLAGIARISM
Plagiarism is a violation of the UF honor code. A student shall not represent as the student's own work all or any portion of the work of another. Plagiarism includes but is not limited to:

"1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution.

2. Submitting a document or assignment which in whole or in part is identical or substantially identical to a document or assignment not authored by the student."

Students shall not use unauthorized materials or resources in an academic activity. Unauthorized materials or resources includes any paper or project authored by the student (or another student) "and presented by the student for the satisfaction of any academic requirement if the student previously submitted substantially the same paper or project to satisfy an academic requirement and did not receive express authorization to resubmit the paper or project."

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

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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 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.
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> Sexual Assault Recovery Services (SARS)
> Student Health Care Center, 392-1161.
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> 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.
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> Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. http://teachingcenter.ufl.edu/

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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

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.