

DIG6027 Digital Storytelling

Instructor

Dr. Kyle Bohunicky

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Email

Canvas Mail

Office Location

REVE 118

Office Hours

Wednesdays 10 AM – 12 PM

Course Number

DIG6027

Semester/Year

Spring 2020

Course Credits

3 credits

Course Location

CSE E413

Course Meeting Times

T 7, R 7 - 8

Course Description

This course investigates participation and storytelling as foundations of interactivity. Students will explore how storytelling is incorporated into contemporary digital delivery platforms including games, social networks, and both linear and interactive media. Students will use online and open-source tools are used to create content, taking advantage of mobile hardware already in students' possession.

Pre-Requisites

Admission in MA DAS program or consent of instructor

Objectives: By the end of this course, students will be able to:

- Use fundamental storytelling techniques in the creation of digital media
- Recognize and interpret basic components of storytelling (protagonist/antagonist, conflict, goal, plot arc, etc.)
- Analyze the meaning and cultural functions of a variety of digital stories
- Understand varying cultural storytelling practices and how they interact in digital media
- Create experimental digital stories that harness the unique properties of different multimedia tools

Required Materials

- *Writing Fiction. 9th Edition. Janet Burroway et al.*
- *Once Upon a Pixel. Eddie Paterson et al. 2020*
- *Game Feel. Steve Swink. 2009*

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
Jan 7	Topic Syllabus and Assignments Review
Jan 9	Topic Introduction to Storytelling and Interactive Media Assignment Read: <i>Once Upon a Pixel</i> Introduction and Chapters 1 - 3
Jan 14	Topic Basics of Storytelling Assignment Read: <i>Writing Fiction</i> Chapter 1
Jan 16	Topic Basics of Interactivity Assignment Read: Landy "Interactivity" Read: Grodal "Stories for Eyes, Ears, and Muscles"
Jan 21	Topic Between Storytelling and Interactivity - Examples Assignment Play <i>Passage, We Become What We Behold</i>
Jan 23	Topic Connecting Storytelling and Interaction Assignment Read: <i>Once Upon a Pixel</i> Chapters 4 - 6 Due: Module 2 Discussion & Module 2 Assignment 2
Jan 28	Topic The role of sensation in interactive stories Assignment Read: Keogh Introduction, Chapters 1 and 2
Jan 30	Topic Designing the "Feel" of a story Assignment Read: Swink Introduction and Chapters 1 - 3 Due: Module 3 Assignment & Module 3 Discussion

Feb 4	Topic Interactive Feeling Assignment <i>Play Papers, Please</i>
Feb 6	Topic Showing and Telling with Interactivity Assignment Read: <i>Writing Fiction</i> Chapter 2 Play: Loss of Grasp
Feb 11	Topic Understanding Player Reception Assignment Read: <i>Once Upon a Pixel</i> Chapters 7 - 9
Feb 13	Topic Designing Players for Responses Assignment Read: Swink Chapters 4 and 5
Feb 18	Topic Touching Games Assignment Read: Anabel Chapter 2
Feb 20	Topic Touching the Game World Assignment Play: Ecco the Dolphin
Feb 25	Topic Structure in Storytelling Assignment Read: <i>Writing Fiction</i> Chapter 7 Due: Module 7 Discussion
Feb 27	Topic Structure in Interactive Stories Assignment Read: Game Design as Narrative Architecture Watch: "Death to the Three Act Structure" https://www.youtube.com/watch?v=m6Hjfu0-oZY
Mar 10	Topic Storytelling for VR and Beyond Assignment Read: <i>Once Upon a Pixel</i> Chapters 10 - 12

Mar 12	Topic Designing for Narrative Feel Assignment Read: Swink Chapters 6 - 8
Mar 17	Topic Designing Characters Assignment Read: <i>Writing Fiction</i> Chapters 3 and 4
Mar 19	Topic Feeling Our Fictional Selves Assignment Play: <i>Gone Home</i>
Mar 24	Topic Conference Travel
Mar 26	Topic Conference Travel
Mar 31	Topic Character Development for Interactive Stories Assignment Read: <i>Interactive Storytelling for Video Games</i> Chapters 4 and 5
April 2	Topic Crafting Engaging Characters Assignment Play: <i>Later Alligator</i>
April 7	Topic Designing for Narrative Feel Continued Assignment Read: Swink Chapters 9 - 11
April 9	Topic Bringing it together: storytelling, feel, and interactivity Assignment Play: <i>What Remains of Edith Finch</i>
April 14	Topic In-class Workshop
April 16	Topic In-class Workshop
April 21	Topic Open Class Feedback Day Assignment

Final Project due April 29 at 11:59 PM

We will not meet for our scheduled course final. Please submit your project electronically

Evaluation of Grades

Assignment	Total Points	% of Grade
Bi-Weekly Reports – Bi-weekly reports that provide an update on project progress and readings (500 words minimum)	300	30%
Attendance + Participation – Weekly meetings to discuss readings and progress	200	20%
Final Project – Either an interactive story-driven artifact or a 6000-word article draft	500	50%

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/UGRD/academic-regulations/grades-grading-policies/>

Materials and Supply Fees

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/>).

Course Policies

Attendance Policy, Class Expectations, and Make-Up Policy

In our course, attendance 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.

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/UGRD/academic-regulations/attendance-policies/>

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. Digital Worlds requires each student's laptop computer to meet certain minimum specs for heavy graphics use, the requirements documented below must be met.

DW Technology Requirements: <https://digitalworlds.ufl.edu/programs/ba-in-digital-arts-sciences/technology-requirements/>

Course Communications

Students can communicate directly with the instructor regarding the course material through the course management system (CANVAS) using "Canvas Mail".

Course Technology Support

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

For computer assistance related to Zoon, lecture recordings, student equipment, and facilities request please [Submit a Help Ticket](#) or email 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 Computing Help Desk](#) available 24 hours a day, 7 days a week at 352-392-4357 or helpdesk@ufl.edu.

UF Policies

University Honesty Policy

UF students are bound by The Honor Pledge which 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 (<https://www.dso.ufl.edu/sccr/process/student-conduct-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, <https://www.dso.ufl.edu/drc>) 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>

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluer.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

Campus Resources

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

E-learning Technical Support

352-392-4357 (select option 2) or e-mail to Learning- learning-support@ufl.edu

Career Connections Center

Reitz Union, 392-1601. Career assistance and counseling. <https://career.ufl.edu>

Library Support

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

Teaching Center

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

Writing Studio

2215 Turlington Hall, 846-1138. Help brainstorming, formatting, and writing papers.
<http://writing.ufl.edu/writing-studio/>

Student Complaints Campus

<http://regulations.ufl.edu/wp-content/uploads/2012/09/1.0063.pdf>

Online 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.