

Cover Sheet: Request 11197

DIG3433 Interactive Storytelling

Info

Process	Course Modify Ugrad/Pro
Status	Pending
Submitter	Klepacki, Phillip J pklepacki@arts.ufl.edu
Created	10/20/2016 1:04:52 PM
Updated	12/7/2016 1:58:53 PM
Description of request	Students will explore and analyze methods in which story is incorporated into contemporary delivery platforms including games and other forms of linear and interactive digital media. Developments including social networks, mobile communications, entertainment delivery, and 21st century community organization tools are examined.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	CFA - Digital Worlds 015851001	Oliverio, James Charles		10/20/2016
No document changes					
College	Approved	CFA - College of Fine Arts	Schaefer, Edward E		11/15/2016
No document changes					
University Curriculum Committee	Comment	PV - University Curriculum Committee (UCC)	Case, Brandon	Added to the December agenda.	11/21/2016
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			11/21/2016
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					
College Notified					
No document changes					

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Form version: 1

Responses

Current PrefixDIG

Course Level3

Number 433

Lab Code None

Course Title Interactive Storytelling

Effective Term Earliest Available

Effective Year Earliest Available

Requested Action Other (selecting this option opens additional form fields below)

Change Course Prefix?No

Change Course Level?No

Change Course Number?No

Change Lab Code?No

Change Course Title?Yes

Current Course TitleInteractive Storytelling

Proposed Course TitleDigital Storytelling

Change Transcript Title?Yes

Current Transcript TitleINTERACTIVE STORYTELL

Proposed Transcript Title (21 char. max)DIGITAL STORYTELLING

Change Credit Hours?No

Change Variable Credit?No

Change S/U Only?No

Change Contact Type?No

Change Rotating Topic Designation?No

Change Repeatable Credit?No

Change Course Description?Yes

Current Course DescriptionDevelops a framework for integrating participation and storytelling as the foundation of interactivity. Explores how story is incorporated into contemporary interactive platforms such as games and other digital media, including virtual worlds, video blogs and social networks.

Proposed Course Description (50 words max)Students will explore and analyze methods in which story is incorporated into contemporary delivery platforms including games and other forms of linear and interactive digital media. Developments including social networks, mobile communications, entertainment delivery, and 21st century community organization tools are examined.

Change Prerequisites?Yes

Current PrerequisitesMAJOR DAR OR DAS

Proposed Prerequisites(MAJOR DAR AND CLASS GE3)

Change Co-requisites?No

RationaleName change – We propose to swap the word “interactive” with the word “digital” in the course title. This change is proposed in order to include various digital mediums that may not be interactive, yet are popular forms of story telling (eg. digital animation, digital video, etc.)

DIGITAL STORYTELLING

COURSE NUMBER: DIG3433	CREDIT HOURS: 3.0
SEMESTER/YEAR:	Contact email:
CLASS LOCATION:	CLASS MEETING TIME(S):
INSTRUCTOR:	OFFICE HOURS:
COURSE TA OR COORDINATOR: TBD	COURSE WEBSITE:

COURSE DESCRIPTION:

Students will explore and analyze methods in which story is incorporated into contemporary delivery platforms including games and other forms of linear and interactive digital media. Developments including social networks, mobile communications, entertainment delivery, and 21st century community organization tools are examined.

PREREQUISITE: BA in Digital Arts & Sciences major

PURPOSE OF COURSE: To introduce students to the creative practices in applied creativity and interactive storytelling. This is a fundamental course created in order to welcome and introduce students to the fields of digital arts and design.

COURSE GOALS AND/OR OBJECTIVES:

- Students will gain a deeper understanding of the history, culture, traditions and craft of storytelling in the digital age.
- Students will learn, through practice, how to construct a digital story.
- Students will learn how to develop linear and nonlinear stories.
- Students will understand the importance of writing digital stories and what will be expected within the industry.

COURSE COMMUNICATIONS: Students can communicate directly with the instructor regarding the course material. Students are also encouraged to post general questions to the discussion board through the course management system.

SUGGESTED TEXTS:

- Miller, Carolyn, "Digital Storytelling – A Creator's Guide to Interactive Entertainment"
- Phillips, Andrea, "A Creator's Guide to Transmedia Storytelling"
- Calvino, Italo, "The Invisible Cities" - http://monoskop.org/images/0/0e/Calvino_Italo_Invisible_Cities.pdf
- Campbell, Joseph, "The Hero with a Thousand Faces" - related readings:
 - <http://www.dabhub.com/datas/media/The%20Hero%20with%20a%20Thousand%20Faces.pdf>
 - http://changingminds.org/disciplines/storytelling/plots/hero_journey/hero_journey.htm

SUGGESTED VIDEOS AND ONLINE RESOURCES:

- Andrew Stanton, Ted talk – "The clues to a great story"
https://www.ted.com/talks/andrew_stanton_the_clues_to_a_great_story?language=en

- Movie “Big Fish”, directed by Tim Burton
- Movie “My dinner with Andre”, by Louis Malle
- Asimov, Isaac, “Youth” - http://www.gutenberg.org/ebooks/31547?msg=welcome_stranger

SUGGESTED SOFTWARE:

- Shorthand OR Storehouse OR Steller OR Odyssey OR Racontr OR Klynt OR Game Salad

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.

COURSE SCHEDULE :

W	Date	Class Time Activities	Projects
1	Session 1	Introduction to the class	Assign1: Student short story (250 words max)
	Session 2	Movie: Big Fish	
2	Session 1	Review of Student stories Present short story “Youth”, by Isaac Asimov	Assign2: Review of the Movie or “Youth” short story Assign1 is due Assign Mid-Term Project
	Session 2	Watch TED talk Lecture: History of Storytelling – moving towards convergence	
3	Session 1	Holiday	Assign2 is due
	Session 2	Lecture: Joseph Campbell - Hero’s journey	
4	Session 1	Lecture: The making of a game: Philosopher Stone	Mid-Term: Philosopher Stone Technical Review
	Session 2	Lecture: The making of a game: Philosopher Stone	
5	Session 1	In class exercise: 3 peer reviews on GDD Concept Proposal	Due: GDD Concept Proposal
	Session 2	Lecture: Transmedia storytelling Watch videos 1 & 2: http://www.polygon.com/2014/11/25/7290005/this-history-of-video-game-graphics-is-a-walk-down-memory-lane	
6	Session 1	Review of Concept proposals	Due: 3 peer reviews on GDD Concept Proposal
	Session 2	In class exercise: Working on GDD Watch videos 3 & 4: http://www.polygon.com/2014/11/25/7290005/this-history-of-video-game-graphics-is-a-walk-down-memory-lane	
7	Session 1	Lecture: Introduction to traditional storytelling	
	Session 2	In class exercise: Working on GDD Watch video 5: http://www.polygon.com/2014/11/25/7290005/this-history-of-video-game-graphics-is-a-walk-down-memory-lane	
8	Session 1	Lecture: Video games and storytelling	Due: GDD Beta Mid-Term in class test/essay
	Session 2	Guest Lecture	
9	Session 1	Lecture: Using digital storytelling to teach and train	

W	Date	Class Time Activities	Projects
	Session 2	Mid Term Project (digital Story) review	
10	Session 1	Lecture: Social media and storytelling	Due: GDD Final
	Session 2	Project review: Digital Story, tools review, view samples, etc.	Assign: Digital Story
11	Session 1	Lecture: Using digital storytelling to inform	Due: Digital Story Concept proposal is due + choice of tool
	Session 2	In class exercise: 3 peer reviews of Digital Story Concept Proposals	
12	Session 1	Lecture: Using digital storytelling for promotion and advertising	Due: 3 peer reviews on Digital story CP are due
	Session 2	Holiday	
13	Session 1	In class exercise: working on the final project	
	Session 2	Guest Lecture	
14	Session 1	In class exercise: working on the final project	Due: Interactive Digital Story BETA
	Session 2	In class exercise: working on the final project	
15	Session 1	Review of the final projects	Final Project due – Digital story
	Session 2	Review of the final projects	

MATERIALS AND SUPPLIES FEES:

Material and supply 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 M&S for this class is \$XX.xx

EVALUATION OF GRADES

Assignment	percentage
Section - Class Assignments and Projects <ul style="list-style-type: none"> (10%) Student short story (250 words) <ul style="list-style-type: none"> Write 3 peer reviews (10%) Review of the short story “Youth” OR a response to Big Fish movie (250 words). <ul style="list-style-type: none"> Write 3 peer reviews (30%) Mid term project - HOPA GDD <ul style="list-style-type: none"> (5%) Philosopher’s Stone, technical game review (1 page) (5%) Concept proposal (1 page) (5%) 3 peer reviews of CP (5%) GDD Beta version (10%) GDD Final (10%) Mid Term Exam 	90%

<ul style="list-style-type: none"> • (30%) Final project – Digital Story <ul style="list-style-type: none"> ○ (5%) Concept Proposal (1 page) ○ (5%) 3 peer reviews of CP ○ (5%) Digital Story Beta version ○ (15%) Final project 	
Class Activity and Participation – Students are expected to actively participate in class discussions, both in class as well as in class online forum.	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		0.00

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.

MAKE-UP POLICY

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).

UF POLICIES:

ACADEMIC INTEGRITY:

As a student at the University of Florida, you have committed yourself to uphold the Honor Code, which includes the following pledge: *"We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honesty and integrity."* You are expected to exhibit behavior consistent with this commitment to the UF academic community, and on all work submitted for credit 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."* It is assumed that you will complete all work independently in each course unless the instructor provides explicit permission for you to collaborate on course tasks (e.g. assignments, papers, quizzes, exams). Furthermore, as part of your obligation to uphold the Honor Code, you should report any condition that facilitates academic misconduct to appropriate personnel. It is your individual responsibility to know and comply with all university policies and procedures regarding academic integrity and the Student Honor Code. Violations of the Honor Code at the University of Florida will not be tolerated. Violations will be reported to the Dean of Students Office for consideration of disciplinary action. For more information regarding the Student Honor Code, please see: <http://www.dso.ufl.edu/SCCR/honorcodes/honorcode.php>

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.

UNIVERSITY POLICY ON ACCOMMODATING STUDENTS WITH DISABILITIES:

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, 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.

UNIVERSITY POLICY ON ACADEMIC MISCONDUCT:

Academic honesty and integrity are fundamental values of the University community. Students should be sure that they understand the UF Student Honor Code at <http://www.dso.ufl.edu/students.php>.

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/docs/NetiquetteGuideforOnlineCourses.pdf>

ONLINE COURSE EVALUATIONS:

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu>. 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 <https://evaluations.ufl.edu/results/>.

GETTING HELP

For issues with technical difficulties for E-learning in Canvas, please contact the UF Help Desk at:

- Learning-support@ufl.edu
- (352) 392-HELP - select option 2
- <https://lss.at.ufl.edu/help.shtml>

Any requests for make-ups due to technical issues MUST be accompanied by the ticket number received from LSS when the problem was reported to them. The ticket number will document the time and date of the problem. You MUST e-mail your instructor within 24 hours of the technical difficulty if you wish to request a make-up.

Other resources are available at <http://www.distance.ufl.edu/getting-help> for:

- Counseling and Wellness resources
- Disability resources
- Resources for handling student concerns and complaints
- Library Help Desk support

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.