

COURSE CONTENT

Course Code	DM2006
Course Title	Narratives for Interaction
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

Narratives for Interaction introduces you to the core concepts of narrativity and interaction in new media, including digital and analogue games, interactive stories, database narratives and interactive installations. Different modes of interactivity will be studied, with examples and discussion of theories of interaction. You will embark on a practical project in order to apply ideas and techniques of interactivity in relation to narrative content. This course exposes you to the foundation of working specifically with interactive narratives which can be used in more advanced interactive projects such as Final Year Projects.

Intended Learning Outcomes (ILO)

By the end of the course, students should be able to:

1. Present core conceptual strategies for the development of interactive narrative.
2. Demonstrate basic practical techniques to develop interactive narratives.
3. Apply knowledge of developing a project which enables both narrative and interactive aspects to co-exist and support each other.
4. Analyze and discuss specific methods used to integrate interactivity and narrativity in a project.
5. Critique concepts and techniques used by peers in the making of an interactive narrative.

Course Content

Narrativity and Interaction

Introduction to the different modes of narrativity and interaction. Overview of the types of interactive narratives including: linear, parallel, multithreaded, branched, and non-linear. Identifying implicit and explicit interactive narratives. Balancing interactivity and narration in a project.

Nonlinear vs Linear Narrative Structures

Historical overview of nonlinear narrative structures in traditional media. Analysis of the differences between linear and nonlinear forms. Analysis of nonlinear digital storytelling strategies.

Database Narratives

Identifying and analyzing database narrative forms. Comparing database logic with conventional storytelling. Identifying possible strategies for conceptualization of a database driven narrative.

Generative Narratives

Analysis and discussion on procedurally generated narratives. Historical overview of generative

art.

Designing Narrative Architectures

Identifying and developing conceptual frameworks for an interactive narrative project. The importance of the development and design of a project prototype. You will prototype your ideas in order to experience narrative interactions before you step into production.

Authoring Interactive Narrative

Project development through the following phases: (in chronological order): conceptualizing, development of a project demo, adjustment of the project goals and outcomes, production, postproduction.

Class assignments

One core interactive narrative project that enables students to analyze database narratives, generative narratives, linear vs nonlinear narratives. The medium of project can be, but it is not limited to: interactive website, game, projection, performance, soundscape, etc. Developed through self-directed learning with guidance, assisted with lectures, tutorials, class exercises, and peer/instructor feedback sessions.