DIT999   Interactive storytelling and digital movie making, 7.5 credits

Interaktivt berättande och digital filmproduktion, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2020-11-03 and was last revised on 2021-11-19 to be valid from 2022-08-29, autumn semester of 2022.

Field of education: Science 100%

Department: Department of Computer Science and Engineering

Position in the educational system

The course can be a part of the programme Game Design & Technology Master's programme and is offered as a single subject course at Gothenburg university.

The course can be part of the following programme: 1) Game Design & Technology Master's Programme (N2GDT)

Main field of studies	*Specialization*
Interaction Design	A1N, Second cycle, has only first-cycle course/s as entry requirements

Entry requirements

The course is accessible for students who have either

1. completed 120 hp at a bachelor level in subjects related to IT, art, design, media, communication or equivalent" or

2. equivalent professional experience, defined as being employed or running a private company for at least two years, with a position and/or work tasks related to art, design, media, communication or equivalent.

Also, it is required to have succesfully completed a course of 7,5 hp in programming.

Applicants must prove knowledge of English: English 6/English B or the equivalent level of an internationally recognized test, for example TOEFL, IELTS.

Learning outcomes
On successful completion of the course the student will be able to:

Knowledge and understanding
- explain the relationship, connection and dichotomy between linear and interactive storytelling
- discuss differences between linear narrative, simulation and interaction, especially concerning interactive storytelling and hybrids between games and movies
- list and explain aspects of storytelling related to structure, character and emotional drive
- list and explain technologies for pre-production, production and post-production
- list and explain technologies for branching and interactive narratives
- list and explain technologies for virtual reality and immersive video

Competence and skills
- write a script for an engaging and interesting story told visually
- plan for a movie or interactive or immersive narrative production
- shoot or in other ways create content for a movie or interactive or immersive narrative production
- edit and in other ways finalize a short movie or interactive or immersive narrative production

Judgement and approach
- argue for the pros and cons of linear and interactive storytelling, respectively
- evaluate and choose different technologies for visual effects and interactive, immersive storytelling

Course content
Interactive storytelling and digital movie making.

Sub-courses
1. **Project** *(Projekt),* 7.5 credits
   Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U)

Form of teaching
The teaching is given in the form of a flipped classroom, using recorded lectures, movie and literature seminars, workshops and a group project.

Language of instruction: English

Assessment
The fullfilment of learning objectives is examined in the form of a short film project, as well as active discussions in movie and literature seminars. The project involves the development of digital moving images, possibly in interactive form. The project is assessed based on three perspectives; creative content, appropriate design solution and technical quality. The project is presented verbally and submitted digitally.

A student who has taken two exams in a course or part of a course without obtaining a pass grade is entitled to the nomination of another examiner. The student needs to contact the department for a new examiner, preferably in writing, and this should be approved by the department unless there are special reasons to the contrary (Chapter 6 Section 22 of the Higher Education Ordinance).

In the event that a course has ceased or undergone major changes, students are to be guaranteed at least three examination sessions (including the ordinary examination session) over a period of at least one year, but no more than two years, after the course has ceased/been changed. The same applies to placements and professional placements (VFU), although this is restricted to just one additional examination session.

Grades
The grading scale comprises: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U).

Course evaluation
The course is evaluated through meetings both during and after the course between teachers and student representatives. Further, an anonymous questionnaire is used to ensure written information. The outcome of the evaluations serves to improve the course by indication which parts could be added, improved, changed or removed.

Additional information

The course is a joint course together with Chalmers.

Course literature to be announced the latest 8 weeks prior to the start of the course.