

COURSE SYLLABUS

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| Course Title: | Digital Narrative | Date submitted: | Spring 2014 (AAC: 14-23) | | | | | | | | | | | | |
| Department: | Arts and Media | | | | | | | | | | | | | | |
| Curriculum: | New Media Communication | | | | | | | | | | | | | | |
| Course Descriptors: Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system. | Course Code: (eg. ACC 101) <table border="1" style="display: inline-table;"><tr><td>NMC*200</td></tr></table> Course Type: <table border="1" style="display: inline-table;"><tr><td>Z</td></tr></table> A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: Internship M: Seminar P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio Elective Type: <table border="1" style="display: inline-table;"><tr><td>FA/G/HU/LAS</td></tr></table> AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science Credit Hours: <table border="1" style="display: inline-table;"><tr><td>3</td></tr></table> Developmental: (yes/no) <table border="1" style="display: inline-table;"><tr><td>No</td></tr></table> Lecture: <table border="1" style="display: inline-table;"><tr><td>2</td></tr></table> Clinical: <table border="1" style="display: inline-table;"><tr><td>0</td></tr></table> Lab: <table border="1" style="display: inline-table;"><tr><td>0</td></tr></table> Studio: <table border="1" style="display: inline-table;"><tr><td>2</td></tr></table> Other: <table border="1" style="display: inline-table;"><tr><td>0</td></tr></table> TOTAL: <table border="1" style="display: inline-table;"><tr><td></td></tr></table> Contact Hours: Class Maximum: <table border="1" style="display: inline-table;"><tr><td>20</td></tr></table> Semesters Offered: <table border="1" style="display: inline-table;"><tr><td>Sp</td></tr></table> | NMC*200 | Z | FA/G/HU/LAS | 3 | No | 2 | 0 | 0 | 2 | 0 | | 20 | Sp | Prerequisites: C- or better in New Media Perspectives (NMC*101), Composition (ENG*101), or permission of Department Chair |
| | NMC*200 | | | | | | | | | | | | | | |
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| Corequisites: None | | | | | | | | | | | | | | | |
| Other Requirements: None | | | | | | | | | | | | | | | |
| Ability Based Education (ABE) Statement: | At Tunxis Community College students are assessed on the knowledge and skills they have learned. The faculty identified the General Education Abilities critical to students' success in their professional and personal lives. In every class, students are assessed on course abilities, sometimes program abilities, and, in most classes, at least one General Education Ability. Students will receive an evaluation of the degree to which they have demonstrated or not demonstrated that General Education Ability. | | | | | | | | | | | | | | |
| Catalog Course Description: | Students draw from their experience in New Media Perspectives and explore, analyze, and create digital narratives. These digital works will include games, hypertexts, and hypermedia demonstrations. Students will develop and complete projects, collaborating both on-ground and online. This course is team-taught. | | | | | | | | | | | | | | |
| Topical Outline: List course content in outline format. | I. Introduction: Overview of New Media Perspectives A. New Media Perspectives review B. The importance of collaboration in new media environments II. Tools for new media development A. Code and visual writing environments B. File and information management C. Publishing environments | | | | | | | | | | | | | | |

- III. Narrative structure
 - A. Sequential
 - B. Branching
 - C. Multi-sequential
 - D. Hybrid narrative
 - E. Parallel
 - F. Compositional narrative

- IV. Visual analysis
 - A. Visualizing processes and sequences
 - B. Schema
 - C. Information flows
 - D. Storyboarding and mapping

- IV. New Media concepts
 - A. Interactivity
 - B. Usability
 - C. Linear and non-linear structures
 - D. Databases
 - E. Media synthesis and mathematics
 - F. Transcoding and modularity
 - G. Programmability
 - H. Multimedia and hypermedia
 - I. Readerly, writerly issues
 - J. Icons
 - K. Graphical User Interface
 - L. Distributed computing
 - M. Transmedia

- V. Design
 - A. Worlds
 - B. Players and Interactors
 - C. Objects and behaviors
 - D. Logic
 - E. Plot and story

- VI. Programming
 - A. Debugging and testing
 - B. Fundamental scripting
 - 1. Working with classes
 - 2. Sequencing
 - 3. Structure
 - 4. Functions
 - 5. Logic and rules

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| | <p>V. Teamwork</p> <ul style="list-style-type: none"> A. Group dynamics B. Group assessment C. Project processes <ul style="list-style-type: none"> 1. Concept, planning, mapping 2. Timelines 3. Work division and role creation 4. Responsibility 5. Creating cohesion 6. Problem solving 7. Anticipation 8. Research |
| <p>Outcomes: Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.</p> | <p>Upon successful completion of this course, the student will be able to do the following:</p> <p>COURSE:</p> <ul style="list-style-type: none"> 1. Problem Solving in New Media <ul style="list-style-type: none"> A. Reacts positively and professionally to unscripted problems Level 2: Identifies and evaluates a problem solving process 2. Project Building <ul style="list-style-type: none"> A. Develops and follows production processes, sequences, and techniques Level 2: Develops and describes a procedure using a variety of communication modes B. Comprehends the complexities and limitations of project development given different information delivery methods and the needs of multiple audiences Level 2: Compares and evaluates an information delivery method in relation to another and draws inferences about their audiences and use D. Applies different disciplinary concepts, ideas, and tools to new media projects Level 2: Differentiates between technological tools and discipline concepts 3. New Media Literacy <ul style="list-style-type: none"> A. Describes, evaluates, and compares systems Level 2: Analyzes and evaluates the inherent properties of a system in relation to another) B. Effectively communicates new media concepts, experiences, and their contexts Level 2: Compares and evaluates new media objects and experiences with growing flexibility, control, and sophistication in multiple modes of expression C. Selects, manipulates, and integrates digital and traditional media in appropriate contexts Level 2: Selects appropriate media and media combinations for a specific context and purpose <p>PROGRAM: <i>(Numbering reflects Program Outcomes as they appear in the college catalog)</i></p> <ul style="list-style-type: none"> 1. Problem Solving in New Media <ul style="list-style-type: none"> A. Reacts positively and professionally to unscripted problems 2. Project Building <ul style="list-style-type: none"> A. Develops and follows production processes, sequences, and techniques B. Comprehends the complexities and limitations of project development given different information delivery methods and the needs of multiple audiences D. Applies different disciplinary concepts, ideas, and tools to new media projects |

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| | <p>3. New Media Literacy</p> <ul style="list-style-type: none"> A. Describes, evaluates, and compares systems B. Effectively communicates new media concepts, experiences, and their contexts C. Selects, manipulates, and integrates digital and traditional media in appropriate contexts <p>GENERAL EDUCATION: <i>(Numbering reflects General Education Outcomes as they appear in the college catalog)</i></p> <p>1. Aesthetic Dimensions - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression.</p> <p>Demonstrates: Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary.</p> <p>Does Not Demonstrate: Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.</p> |
| <p>Evaluation: List how the above outcomes will be assessed.</p> | <p>Assessment will be based on the following criteria:</p> <ol style="list-style-type: none"> 1. text-based games 2. hypertexts 3. hypermedia projects 4. portfolio |
| <p>Instructional Resources: List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</p> | <p>Required: Mobile Macbook Cart, computer and projection equipment</p> <p>Desired: None</p> |
| <p>Textbook(s)</p> | <p>Check with department chair for list of approved text.</p> |