

Unit Specification

Digital Media & Storytelling

Unit Summary

The main objective of the unit is to introduce new techniques and methodologies to the students familiar with digital tools. Now-a-days, it is digital media time. Digital media and storytelling at its most basic core is the practice of using computer-based tools to tell stories. There are a wealth of other terms used to describe this practice, such as digital documentaries, computer-based narratives, digital essays, electronic memoirs, interactive storytelling, etc.; but in general, they all revolve around the idea of combining the art of telling stories with a variety of multimedia, including graphics, audio, video, and Web publishing.

Intended Learning Outcomes <i>On completion of this unit, the learner can:</i>	Assessment Criteria <i>The learner must have shown ability to:</i>
LO 1 Introduction to media and critical view of storytelling.	<ul style="list-style-type: none">● Understand the digital storytelling process.● Understand the contextualization of storytelling.
LO 2 Analysis of visual design, image-making, audio capture, and formats.	<ul style="list-style-type: none">● Understand the analysis and elements of visual designs.● Understand concepts of still and moving images.● Understand different audio editing software applications.
LO 3 Literature, fiction stories, and concepts.	<ul style="list-style-type: none">● Understand the story tropes and their examples.● Understand the types of virtual reality.
LO 4 Animations, graphics, and 2D games concepts.	<ul style="list-style-type: none">● Understand the techniques and types of animations● Understand the concepts of basic games making and its platforms.

Teaching & Delivery

Tuition and guidance should feature flexible approaches to delivering the unit. Formal tuition sessions, whether face to face or online, will identify some of the required, theoretical subject matter. This will help students to work individually, or as part of a group, researching and gathering information about the subject. Personal and group research, case studies, simulations, exercises, and discussions are typical and engaging ways of learning about the subject. Students will likely use tutor- and self-directed study and reflect on their experience and expertise. Up-to-date information and materials are available from many sources such as businesses, the World Wide Web, television and radio broadcasts, broadsheet newspapers, and advisory services.

Assessment

The following assessment strategies may be adopted to achieve the learning outcomes

Media Portfolio

100%

A collection of a variety of creative digital artifacts developed over the Unit.

Learning Resources

Learners should be made aware of these sources before delivery of this unit, and be fully conversant with these sources upon completion of this unit.

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- Lebowitz, J. & Klug, C. (2012). Interactive Storytelling for Video Games (e-book). Focal.
 - Mead, G. (2016). Coming Home to Story (e-book). Jessica Kingsley Publishers.
 - Miller, C. (2014). Digital Storytelling: a Creator's Guide to Interactive Entertainment (e-book). Focal.
 - "URs Rum för Berättande - dina digitala berättelser online / digitalt berättande". ur.se. Archived from the original on 6 December 2006.
 - Rossiter, M; Garcia (2010). "Digital Storytelling: A New Player on the Narrative Field". New Directions for Adult and Continuing Education (126).
 - Alexander, B; Levine (2008). "Web 2.0 Storytelling: Emergence of a New Genre". EDUCAUSE Review. 56.
 - "Digital Storytelling". Information Age Education. Retrieved 24 June 2011.
 - Thomas, Bob (1958). Walt Disney, the Art of Animation: The Story of the Disney Studio Contribution to a New Art. Walt Disney Studios. Simon and Schuster.
 - Thomas, Frank; Johnston, Ollie (1981). Disney Animation: The Illusion of Life. Abbeville Press. ISBN 0-89659-233-2.
 - Zielinski, Siegfried (1999). Audiovisions: Cinema and Television as Entr'actes in History. Amsterdam University Press. ISBN 90-5356-303-2.
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