

New Course Request

Indiana University

Indianapolis Campus

Check Appropriate Boxes: Undergraduate credit Graduate credit Professional credit

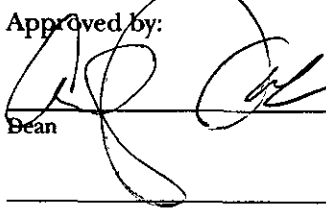
- 1. School/Division Informatics
- 2. Academic Subject Code NEWM-N
- 3. Course Number 202 (must be cleared with University Enrollment Services)
- 4. Instructor Prof. Richard Edwards
- 5. Course Title Digital Storytelling

Recommended Abbreviation (Optional) _____
(Limited to 32 Characters including spaces)

- 6. First time this course is to be offered (Semester/Year): Fall 2010
- 7. Credit Hours: Fixed at 3 or Variable from _____ to _____
- 8. Is this course to be graded S-F (only)? Yes _____ No
- 9. Is variable title approval being requested? Yes No
- 10. Course description (not to exceed 50 words) for Bulletin publication: P: N100. Examination of the principles of storytelling across a range of digital media formats, with attention to techniques for creating story-rich projects. Explores the role of agency, interactivity, story structure, and narrative, as well as the opportunities and challenges raised by emerging interactive and transmedia approaches to story-rich projects.

- 11. Lecture Contact Hours: Fixed at 3 or Variable from _____ to _____
- 12. Non-Lecture Contact Hours: Fixed at 0 or Variable from _____ to _____
- 13. Estimated enrollment: 25 of which 0 percent are expected to be graduate students.
- 14. Frequency of scheduling: F/S Will this course be required for majors? Required
- 15. Justification for new course: Redesign of New Media Curriculum
- 16. Are the necessary reading materials currently available in the appropriate library? Yes
- 17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.
- 18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.
- 19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by:
M. Pauline Behr Date 6/30/2009
 Department Chairman/Division Director
 _____ Date _____
 Dean of Graduate School (when required)

Approved by:
 Date 1 July 2009
 Dean
 _____ Date _____
 Chancellor/Vice-President
 _____ Date _____
 University Enrollment Services

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

N202: Digital Storytelling

Prof. Richard L. Edwards, PhD
New Media Program, School of Informatics

Instructor: Richard Edwards

Office Address: IT 489

Office Phone: 317-278-9638

Office Hours: Wednesdays 12pm to 2pm, or by appt.

Email Address: edwards9@iupui.edu

Course Description:

Examination of the principles of storytelling across a range of digital media formats, with attention to techniques for creating story-rich projects. Explores the role of agency, interactivity, story structure, and narrative, as well as the opportunities and challenges raised by emerging interactive and transmedia approaches to story-rich projects.

Prerequisite: 101

Course Outcomes:

- Students will gain a deeper understanding of the history, art and craft of storytelling.
- Students will learn techniques and strategies for creating better story-rich projects in digital formats and in digital venues.
- Students will begin to utilize the storytelling potential of digital technologies in their own projects through hands-on assignments.
- This course will expose students to visions of the possible in digital storytelling through an exploration of a wide variety of approaches, structures, and examples.

Core Competencies:

This course emphasizes both theoretical and practical experience in terms of digital storytelling. The course will expose students to the latest theories and examples to aid in the student's growth as a digital storyteller. Moreover, the course will involve hands-on demonstrations of digital storytelling including pre-visualization techniques, project planning and project development tasks.

Software Considerations:

There is no required software, as each student will most likely have their own set of digital tools they need to learn in order to tell their own compelling digital stories. This course has no required lab component, though some project will require the use of a computer and specialized computer programs. Students enrolled in N485 may use the 24/7 labs to complete class assignments. Contact Prof. Edwards with any questions about completing specific projects and access to the proper tools to do so.

Required Texts:

(1) Miller, Carolyn Handler. *Digital Storytelling: A Creator's Guide to Interactive Entertainment*. Second Edition. Focal Press. ISBN: 978-0-240-80959-5.

(2) Pepperman, Richard D. *The Eye is Quicker: Film Editing: Making a Good Film Better*. Michael Wiese. ISBN: 978-0-941188-84-5.

Assignment List:

There are seven different kinds of assignments in this course:

- (1) Quizzes:** There are 10 quizzes. Quizzes focus on lectures and readings. Each quiz has 10 questions worth 2 point each. All quizzes are taken in Oncourse
- (2) Exams:** There are 2 exams. The first exam covers Part 1 of this course, and the second exam covers Part 2. Exams are slightly longer than quizzes and cover material from multiple weeks.
- (3) Short Assignments:** Brief exercises that focus on core ideas of the lecture and/or readings. The assignments are turned in via the Assignment Bin in Oncourse.
- (4) Pre Visualization Assignment:** A complete and rigorous pre-visualization of your digital storytelling idea. More than just storyboards, this assignment will focus on crafting strong and usable visual plans for the future development of your project.
- (5) Story Enrichment Exercises:** These are assignments focused on developing your story telling sensibilities. They may or may not focus on your major project.
- (6) Major Project:** Each student will work primarily on one project of their choice in this class, and the major project will have four different requirements that will be turned in for grading.
- (7) Forum Postings:** We will actively network and share ideas related to the lectures and the readings through forum postings in our own private ning group. Sign up information is available at the Oncourse site.

Grading Breakdown

Quizzes (5 x 20 points)	100 points
Exams (2 x 50 points)	100 points
Short Assignments (8 x 25 points)	200 points
Pre Visualization Assignment (1 x 100 points)	100 points
Story Enrichment Assignments (4 x 50 points)	200 points
Major Project (4 parts x 50 points)	200 points
Student Showcase (1 x 100 points)	100 points
Total Point Value for Course	1000 points

Expectations/Guidelines/Policies:

- **Attendance:** Attendance at all lectures is mandatory. There will be a sign-up sheet in the front of the classroom at each session. Each student can have one **unexcused** absence without it affecting their final grade. 2 or more absences will result in a lowering of the final grade in the course.
- **Exams/quizzes:** All exams and quizzes will be taken in Oncourse. See the weekly schedule for the breakdown of when exams and quizzes are due. Exams and quizzes have no late period. They must be completed before the due date. All exams and quizzes that are not taken by the due date will result in a grade of zero.
- **Class assignments:** Please see the weekly schedule for a breakdown of when class assignments are due. All work is due at the time and date specified on the syllabus. The late penalty for turning in assignments within 48 hours after the due date. Work that is turned in with 48 hours of the due date will result in a 50% deduction in the final grade for that assignment. After 48 hours, all work not turned in will receive a grade of zero.

Principles of Undergraduate Learning (PUL) – This class focuses on the following learning outcomes:

- Oral presentation
- Writing skills
- Critical thinking
- Application of knowledge
- Intellectual depth, breadth, and adaptiveness
- Understanding of society and culture
- Values and ethics

The Mission of IUPUI is to provide for its constituents excellence in

- Teaching and Learning
- Research, Scholarship, and Creative Activity
- Civic Engagement

With each of these core activities characterized by

- Collaboration within and across disciplines and with the community
- A commitment to ensuring diversity, and
- Pursuit of best practices

IUPUI's mission is derived from and aligned with the principal components – Communities of Learning, Responsibilities of Excellence, Accountability and Best Practices – of Indiana University's Strategic Directions Charter.

Statement of Values

IUPUI values the commitment of students to learning; of faculty to the highest standards of teaching, scholarship, and service; and of staff to the highest standards of service. IUPUI recognizes students as partners in learning. IUPUI values the opportunities afforded by its location in Indiana's capital city and is committed to serving the needs of its community. Thus, IUPUI students, faculty, and staff are involved in the community; both to provide educational programs and patient care and to apply learning to community needs through service. As a leader in fostering collaborative relationships, IUPUI values collegiality, cooperation, creativity, innovation, and entrepreneurship as well as honesty, integrity, and support for open inquiry and dissemination of findings. IUPUI is committed to the personal and professional development of its students, faculty, and staff and to continuous improvement of its programs and services.

Other Policies:

- Policy on Academic Dishonesty /Integrity/Plagiarism: This course is run in accordance with IUPUI policies on academic dishonesty and plagiarism. All work that you turn in you are representing as your own work, and all work that relies on the work of others is properly cited and/or the contributions of others is made clear to Prof. Edwards for grading purposes. Please clarify this policy regarding any group project with Prof. Edwards. Especially important is not to represent another person's story or creative output as your own creation.
- All students are responsible for reading the Code of Student Rights, Responsibilities and Conduct of IUPUI.

"Children are not permitted to attend class with parents, guardians, or childcare providers. This conduct has the effect of unreasonably interfering with an individual's work or academic performance creating an offensive learning environment."

"A student must not violate course rules as contained in a course syllabus, which are rationally related to the content of the course or to the enhancement of the learning process in the course." [*Code of Student Rights, Responsibilities, and Conduct, page 29*]

WEEKLY SCHEDULE

PART ONE: PRINCIPLES OF DIGITAL STORYTELLING

WEEK 1

Topic: What is Storytelling?

Read: Miller, Digital Storytelling, Ch. 1, 2, and 3

Complete: Short Assignment 1

All week 1 work due by 8.27.08 at 2pm.

WEEK 2

Topic: Interactivity and its Effects; The Development Process

Read: Miller, Digital Storytelling, Ch. 4, 5, and 10

Complete: Short Assignment 2

Take: Quiz 1

All week 2 work due by 9.03.08 at 2pm.

WEEK 3

Topic: Point of View and Character Design

Read: Miller, Digital Storytelling, Ch. 6

Complete: Short Assignment 3

Take: Quiz 2

All week 3 work due by 9.10.08 at 2pm.

WEEK 4

Topic: Structures in Digital Storytelling

Read: Miller, Digital Storytelling, Ch. 7 and 9

Complete: Short Assignment 4

Complete: Major Project Part 1

Take: Quiz 3

All week 4 work due by 9.17.08 at 2pm.

WEEK 5

Topic: Editing and Temporal Design

Read: Pepperman, The Eye is Quicker, p. 2-127

Complete: Short Assignment 5

Take: Exam 1: Take the exam at Oncourse on Part One: Understanding Digital Storytelling

All week 5 work due by 9.24.08 at 2pm.

PART TWO: TECHNIQUES OF DIGITAL STORYTELLING

WEEK 6:

Topic: Text and Typography (with a focus on film title design)

Read: Handouts (available at Oncourse)

Complete: Story Enrichment 1

All week 6 work due by 10.01.08 at 2pm.

WEEK 7:

Topic: Editing as Storytelling (with a focus on music videos)

Read: Pepperman, The Eye is Quicker, 130-231

Complete: Story Enrichment 2

Take: Quiz 4

All week 7 work due by 10.08.08 at 2pm.

WEEK 8:

Topic: Motion Graphics (with a focus on motion comics)

Read: Handouts (available at Oncourse)

Complete: Story Enrichment 3

Complete: Pre Visualization Assignment

All week 8 work due by 10.15.08 at 2pm.

WEEK 9:

Topic: Sound and Remix Aesthetics (with a focus on remix videos)

Read: Handouts (available at Oncourse)

Complete: Story Enrichment 4

Take: Exam #2: Take the exam at Oncourse on Part Two: Techniques

All week 9 work due by 10.22.08 at 2pm.

PART THREE: PRACTICES OF DIGITAL STORYTELLING

WEEK 10:

SPECIAL GUEST: Camille Utterback in IT 152

Please note: Class tonight starts at 7pm (not 3pm)

Complete: Major Project Part 2

Complete: Short Assignment 6

All week 10 work due by 10.29.08 at 2pm.

WEEK 11:

Topic: Media and Models, Part 1

Read: Miller, Digital Storytelling, Chs. 14, 16, 17

Complete: Short Assignment 7

All week 11 work due by 11.05.08 at 2pm.

WEEK 12:

Topic: Media and Models, Part 2

Read: Miller, Digital Storytelling, Chs. 15, 18, 19, 20

Complete: Short Assignment 8

Complete: Major Project Part 3

All week 12 work due by 11.12.08 at 2pm.

WEEK 13

Topic: Media and Models, Part 3

Read: Miller, Digital Storytelling, Chs. 21, 22, 23, 24

Present: Student Showcases (half the class presents)

Take: Quiz 5

All week 13 work due by 11.19.08 at 2pm.

WEEK 14:

Topic: Working as a Digital Storyteller

Read: Miller, Digital Storytelling, Ch. 25 and 26

Present: Student Showcases (half the class presents)

All week 14 work due by 12.03.08 at 2pm.

WEEK 15

Topic: Course Conclusion

Read: No readings this week

Complete: Major Project Part 4

Final Project Due: Wednesday, 12.10.03 at 2pm