DISCIPLINE DESCRIPTION

1. Information about the program

1.1 Higher education institution	Babeș-Bolyai University
1.2 Faculty	Political, Administrative and Communication Sciences
1.3 Department	Journalism
1.4 Field of study	Communication sciences
1.5 Level of study	Master
1.6 Study program / Qualification	Digital Media, Internet and Game Studies

2. Information about the discipline

2.1 Discipline title		Digital Storytelling and Interactive Narratives / Tehnici narative digitale și narațiuni interactive					
2.2 Course lecturer			Prof. univ. dr. Elena Abrudan				
2.3 Seminar assistant			Prof. univ. dr. Elena Abrudan				
2.4 Year of study	2	2.5 Semester	I	2.6. Evaluation type	E	2.7 Discipline type	OBL

3. Total estimated time (hours of didactic activities per semester)

3.1 Number of hours per week	3	of which: 3.2 course	2	3.3 seminar/laboratory	4
3.4 Total hours in the study plan	42	of which: 3.5 course	28	3.6 seminar/laboratory	14
Time distribution:					hrs
Studying the manual, course reader, bibliography and notes:					42
Supplementary documentation in the library, on electronic platforms and in the field:					14
Preparing seminars/laboratories, homework, syntheses, portfolios and essays:					36
Tutorials					14
Examinations					2
Other activities:					

3.7 Total hours of individual study	108
3.8 Total hours per semester	150
3.9 Number of credits	6

4. Prerequisites (where applicable)

4.1 based on the curriculum	●
4.2 based on competences	●

5. Conditions (where applicable)

5.1 for the course	● Room with a video projector/ digital display and Internet connection
5.2 for the seminar/laboratory	● Room with a video projector/ digital display and Internet connection

6. Accumulated specific competencies

Professional competencies	• Understand narrative structures and how they can adapt to various media • Come up with an idea that is suitable for an interactive narrative and implement it into a story • Use storytelling techniques to get the best possible story out of the idea • Use various digital tools to implement an interactive narrative into a publishable product	
Transversal competencies	• Solving, in a realistic manner, with both theoretical and practical argumentation, of common professional situation, in view of an efficient and deontological solution. • Making the most out of the currently available communication opportunities	javascript:void(0)

7. Discipline objectives (from the accumulated competencies grid)

7.1 General objective	• Examine the characteristics of interactive writing in the current media landscape
7.2 Specific objectives	• Examine interactive narrative productions to identify stand out characteristics and models of good practice • Reflect on how media is consumed in the current social, cultural and technological environment • Explore popularly accessible tools that can be used for writing interactive narratives • Create an interactive narrative using the concepts and examples tackled in class

8. Contents

Bibliography		
8.1 Course	Teaching methods	Observations
1. Brief history of interactive storytelling	Multimedia presentation	
2. Old tools vs new tools	Multimedia presentation	
3. Hypertext	Multimedia presentation	
4. Intrigue and discourse	Multimedia presentation	
5. Character, dialogue and emotion	Multimedia presentation	
6. Structures	Multimedia presentation	
7. Media models (text-based media)	Multimedia presentation	
8. Media models (television)	Multimedia presentation	
9. Media models (video games)	Multimedia presentation	
10. Virtual realities	Multimedia presentation	
11. Interactive narratives and the social imaginary	Multimedia presentation Discussion	
12. Automatization of storytelling	Multimedia presentation	
13. Publishing opportunities	Multimedia presentation	
14. Final review	Discussion	

Bibliography
Aarseth, Espen J. *Cybertext: Perspectives on Ergodic Literature*. Baltimore: The Johns Hopkins University Press, 1997.
Eco, Umberto. *The role of the reader: Explorations in the semiotics of texts*. Vol. 318. Indiana University Press, 1979.

Hayles, N. Katherine. *Electronic Literature: New Horizons for the Literary,* University of Notre Dame Press, 2008. Miller, Carolyn Handler. Digital *storytelling: A creator's guide to interactive entertainment.* Taylor & Francis, 2004. Montfort, Nick. *Twisty Little Passages: an approach to interactive fiction.* MIT Press, 2005. Morris, Adalaide & Thomas Swiss. *New Media Poetics: Contexts, Technotexts, and Theories,* 2006.		
8.2 Seminar		
1. An overview of tools for writing interactive narratives	Application	
2. Twine	Application	
3. Inky	Application	
4. Inform	Application	
5. Texture	Application	
6. Project feedback	Application	
7. Project feedback	Application	

9. The corroboration of discipline contents with the expectations of epistemic community representatives, professional associations and representative employers in the study program's corresponding field

- The understanding of interactive entertainment products is a valuable skill in the field of media and more and more in other professional fields, as digital communication is a necessity and interactive media, and games specifically are a very powerful medium for communicating information, emotion and experience.

10. Evaluation

Type of activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Weight in final mark
10.4 Course	Written examination	E	50%
10.5 Seminar/laboratory	Write an publish an interactive story	C	50%
10.6 Minimum performance standard			

- Understand the requirements of interactive narratives versus linear ones and create an example.

Date	Course lecturer signature	Seminar assistant signature
1.11.2019	Prof. univ. dr. Elena Abrudan	Prof. univ. dr. Elena Abrudan

Date of approval in the Department	Head of department's signature
1.11.2019	Prof. univ. dr. Elena Abrudan