



Course Module Description

General module information

Title: Narratives in Interactive Systems

Type: Course module

Language of instruction: English

Location of the lecture: Campus Aalborg, Campus Copenhagen

ECTS points: 5 ECTS

Period: 1 September 2022 — 31 January 2023

Placement

1st semester, M.Sc. in Medialogy

Module coordinator

[Luis E. Bruni](#) (teacher), [Nicola Walker](#) (secretary AAL), [Judi Stærk Poulsen](#) (secretary CPH)

Academic content and relationships to other modules/semesters

The formal study plan description of the module can be found here:

<https://moduler.aau.dk/course/2022-2023/MSNMEDM1225?lang=da-DK>

In this course, the students learn how to design, implement, and evaluate interactive narrative applications as a key element for reconciling the interplay between immersion, engagement and interactivity, and get the chance to work with different creative digital applications and new immersive story-telling technics.

For instance, we work with projects and cases from: games and serious games, edutainment, interactive storytelling, virtual and augmented reality, interactive documentaries, museum science, cultural experiences, performing arts, social media, healthcare apps, immersive journalism, and art installations.

The students acquire knowledge on how to combine elements of persuasive communication (rhetoric) and aesthetics (design) in order to optimize the relation between content and convergent media technology, as well as how to investigate user experience in narrative-based immersive and interactive applications.

The frameworks, concepts and state of the art presented in the course will enable the students to design, implement and evaluate interactive digital products that involve the use of narratives and interactive storytelling technics in the latest emerging technological platforms.

Objectives and learning goals

Students will be able to use and understand state of the art technologies and methods for implementing non-linear interactive narratives and immersive story telling in different technological platforms and domains of application. At the end of the course, the students will be acquainted with frameworks and methods for the design, implementation, and evaluation of narrative structures in different applications of immersive and interactive media. They will also gain knowledge on different perspectives and frameworks to investigate user experience in narrative-based systems

Extent and expected workload

The course is developed in 6 full days (morning and afternoon sessions). In the morning sessions, lectures and theories will be presented, while in the afternoon there will be workshops that will lead towards the elaboration of a project and the implementation of an interactive narrative prototype. There is mini-project supervision during the afternoon workshops. The lectures and the workshops cover 2 ECTS out of the 5 ECTS of the course. The rest of the 3 ECTS work is allocated to preparation before lectures and the realization of the project in the rest of the semester, which includes the design and implementation of an interactive narrative prototype or a theoretical framework in a particular domain of application. Students choose the theme of the mini-project in agreement with the teachers of the course.

Pre-requisites for participation

See the module description (find the link above) for any further detail on pre-requisites.



Examination

Modality and duration: Individual oral exam based on submitted miniproject. The duration will be 15 minutes, followed by 5 minutes deliberation.

Assessment: In accordance with the 7-point grading scale

Pre-approved aids: Project documentation, Literature, slides, and notes from the module.

Prerequisites for participation: Timely hand-in of project documentation

Further details on the exam: In the beginning of the exam the student will do an approximately 5 minutes presentation of the developed miniproject, after which the examiner will ask follow-up questions about the miniproject and curriculum topics of the course. The grade will be based on a joint evaluation of the quality of the miniproject and the oral examination.

Information concerning the miniproject:

The students may choose between two modalities for the miniproject.

Modality 1: the design and implementation of a concrete case of interactive narrative application. The theme or topic for the narrative is to be agreed with the course teacher. Based on the concepts discussed throughout the course, it should consider the design and implementation elements necessary to deploy an interactive narrative in a concrete case of media application – e.g. (serious) game, interactive drama, edutainment, advertisement, gamification, interactive documentary, etc. In this modality, the students must deliver and present the paper and the prototype.

Modality 2: a theoretical investigation with a well-defined research question in the field of Interactive Digital Narratives (IDN). It should be based on state-of-the-art concepts and literature review in the field, utilizing relevant references. The key concepts and ideas must be clear, coherent, and rigorously defined, and put into context in an innovative way. In this case, the students must deliver the paper and make a presentation of the theoretical framework.

The miniprojects are done in groups (to be agreed with the teacher of the course), but the oral exam is individual. Individual miniproject work is also acceptable (eventually to be agreed with the teacher of the course). The paper for both modalities should be of maximum 10-pages plus references (for group work) and maximum 8 pages plus references (for individual work) explaining the rationale, purpose, and context of the work. A template will be provided for this purpose.