COURSE OUTLINE

TCOM 290 - Mobile Media Stories and Games

Prepared By: Laini Kavaloski

A. **TITLE:** Mobile Media Stories and Games

B. **COURSE NUMBER:** TCOM 290
C. **CREDIT HOURS:** 3

D. **WRITING INTENSIVE COURSE:** No

E. **COURSE LENGTH:** 15 weeks

F. **SEMESTER(S) OFFERED:** Spring

G. **HOURS OF LECTURE, LABORATORY, RECITATION, TUTORIAL, ACTIVITY:**
   3 lecture hours per week

H. **CATALOG DESCRIPTION:**
   In this course students explore the emerging practices and transformative potential of mobile media storytelling and games. Students examine the ways that written and visual narratives, maps, and interactive digital experiences structure knowledge in physical and virtual space. The first half of the course is spent reading, interacting with, and assessing existing location-based texts and games such as interactive webstories, electronic performance theater, and augmented reality games. In the second half of the course, students apply the conceptual and aesthetic principles learned in the first half of the course in order to build experimental GPS-based locative games and stories. Students design original mobile works in platforms such as Google Earth, ARIS, and Siftr.

I. **PRE-REQUISITES/CO-REQUISITES:**
   a. Pre-requisite(s): Engl 101 and TCOM 100
   b. Co-requisite(s): none

J. **GOALS (STUDENT LEARNING OUTCOMES):**
   By the end of this course, students will be able to:

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<th>Course Objective</th>
<th>Institutional SLO</th>
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<tr>
<td><em>a. Apply</em> terms common to the humanities.</td>
<td>1. Communication 2. Crit. Thinking</td>
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<td><em>b. Analyze</em> the stylistic differences employed by the digital platforms and genres</td>
<td>1. Communication 2. Crit. Thinking</td>
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<td><em>c. Argue</em> for specific interpretations of course materials.</td>
<td>1. Communication 2. Crit. Thinking</td>
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<td><em>d. Evaluate</em> historical and sociological events as they are reflected in and impact the development of graphic narratives.</td>
<td>1. Communication 2. Crit. Thinking</td>
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<td><em>e. Design</em> mobile stories and games in various software platforms.</td>
<td>2. Crit. Thinking 3. Professional Competence</td>
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K. **TEXTS:**
   Arisgames.org. GLS. University of Wisconsin-Madison.
REFERENCES:


Wardrip-Fruin, Noah and Nick Montfort, eds. *The New Media Reader*. Cambridge: MIT

M. **EQUIPMENT**: Technology-enhanced classroom with laptops and access to iPad collection.

N. **GRADING METHOD**: A-F

O. **MEASUREMENT CRITERIA/METHODS**
   - Game analysis presentations
   - Formal illustrated project proposals
   - Video demonstrations
   - Critical design team project
   - Original mobile games and stories
   - Class participation

P. **DETAILED COURSE OUTLINE**: The material covered depend on the themes and authors selected for an individual semester.
   I. Introduction to Mobile Technologies and Stories
      A. Foundational elements of mobile media and GPS
      B. The impact of participatory mobile media on storytelling and identity
      C. History and theory of locational stories and invisible spaces
      D. Placed-based stories and games
   II. Placed-based Games and Documentaries
      A. Literary elements of mobile games and documentaries
      B. Interactive and participatory elements of games and stories
      C. Design features of games and stories
      D. Software platforms for mobile stories and games
   III. Activist Stories and Games: Intervening in War and Capitalism
      A. Static Activist Games (Molleindustria)
      B. Mobile Activist Games (Transborder Imm Tool and iNakba)
      C. Layering Location: Making Invisible Spaces Visible
      D. Urban Markup
   IV. Critical Design Team Project (Using Design Thinking)
      A. Empathize and Define: Intervening in Critical conversations
      B. Ideate: Storyboarding and Other Iterative Practices
      C. Prototyping and Testing Games and Stories

Q. **LABORATORY OUTLINE**: None.