

**STATE UNIVERSITY OF NEW YORK
COLLEGE OF TECHNOLOGY
CANTON, NEW YORK**



COURSE OUTLINE

TCOM 330 - Digital Narrative Workshop

Prepared By: Phil LaMarche and Kirk Jones

**SCHOOL OF BUSINESS AND LIBERAL ARTS
ENGLISH/HUMANITIES DEPARTMENT
APRIL 2016**

A. **TITLE**: Digital Narrative Workshop

B. **COURSE NUMBER**: TCOM 330

C. **CREDIT HOURS**: 3

D. **WRITING INTENSIVE**: Yes

E. **COURSE LENGTH**: 15 Weeks

F. **SEMESTER OFFERED**: Spring

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

H. **CATALOG DESCRIPTION**:

This course is a writing intensive digital workshop where students hone the knowledge and skills they have developed in previous Technological Communications courses. As an advanced workshop this course is intended for students already producing solid work and is meant to provide a disciplined, creative environment where students focus on the craft of writing alongside technology. Students read and discuss notable digital writing projects while also providing constructive oral and written feedback on the projects of their peers in a workshop setting. Students produce multiple projects over the course of the semester which are revised and submitted into their professional portfolio. At the end of the course, students seek publication for their work.

I. **PRE-REQUISITES/CO-COURSES**:

- a. Pre-requisites: In Technological Communication Program; AND ENGL 221 Creative Writing, or ENGL 315 Short Fiction: Art of the Tale, or ENGL 350 Flash Fiction; OR received permission from the instructor.
- b. Co-requisites: None

J. **GOALS (STUDENT LEARNING OUTCOMES)**:

| <i>Course Objective</i> | <i>Institutional SLO</i> |
|---|---|
| a. Demonstrate an <i>understanding</i> of narrative construction and the creative process inherent therein | 1.Communication 2.Critical Thinking |
| b. <i>Design</i> a portfolio of digitalworks that have been written and revised during the course; | 1.Communication 3. Professional Competence |
| c. <i>Analyze</i> the craft and technique of master works as they apply to their own digital narratives; | 1.Communication 2.Critical Thinking |
| d. <i>Evaluate</i> the works of fellow classmates in workshop and submit a minimum of one work for | 1. Communication 4. Inter-Intrapersonal |

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| publication to a respected publisher of digital work. | Skills |
|---|---------------|

K. TEXTS: *These are examples; actual texts are chosen by instructor.

The Practice of Creative Writing by Heather Sellers

L. REFERENCES: None

M. EQUIPMENT: Technology-Enhanced Classroom

N. GRADING METHOD: A-F

O. MEASUREMENT CRITERIA/METHODS:

- Digital Portfolio
- Response Papers
- Submission for Publication.

P. TOPICAL OUTLINE:

I. Introduction

- A. Narrative and Publishing
- B. Building Portfolios
- C. Responding to Assigned Readings

II. Short Fiction

- A. Discussion of Elementary Parts of a Story
 1. Characters
 - a. Round Characters vs. Flat Characters
 - b. Heroes
 - c. Bringing Characters to Life
 2. Plot
 - a. Aristotle's Traditional Plot Structure
 - b. Other Plot Structures
 3. Setting
 - a. Narrative Place
 - b. Narrative Time
 4. Conflict
 - a. Internal Conflict
 - b. External Conflict
 5. Point of View
 - a. First Person, Second Person, Third Person
 6. Theme
 - a. Revelations
 - b. Tone and Style
- B. Techniques and Craft
 1. Showing vs. Telling
 2. Dialogue
 3. Creating Interest and Tension
 4. Using Significant Details

- 5. Using Poetic Devices in Prose
- 6. Using Tone, Pace, and Atmosphere

C. Revision

- 1. Amateur vs. Professional
- 2. Self-Evaluation

V. Workshop

- A. Participating in Workshop
- B. Reading One's Work to an Audience
- C. Critiquing Other's Work

VI. Conclusion

- A. Submissions and the Road to Publication
- B. Continuing On Your Own

Q. LABORATORY OUTLINE: