

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



MASTER SYLLABUS

TCOM 330 – Digital Narrative Workshop

CIP Code: 090702

**Prepared By: Seth Nixon
Updated: Seth Nixon Fall 2020**

**SCHOOL OF BUSINESS AND LIBERAL ARTS
TECHNOLOGICAL COMMUNICATIONS
FALL 2020**

A. **TITLE:** Digital Narratives Workshop

B. **COURSE NUMBER:** TCOM 330

C. **CREDIT HOURS:**

3 Credit Hours

3 Lecture Hours: 3 per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** Yes

E. **GER CATEGORY:** None

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

G. **CATALOG DESCRIPTION:** Students develop the narrative of interactive projects ranging from software applications and educational formats to Massive Multiplayer Games and virtual worlds. Focused on the development of both linear and non-linear narratives to be used in interactive endeavors, this course will utilize the methodology created by the University of Iowa's Writing Workshop. Students will be asked to produce their own narrative(s), read the narratives of other students and provide detailed feedback on the works shared in class. Class will consist of an open forum designed to hone students writing and editing skills by discuss the narratives to be shared that class in-depth. The goal is to produce a finished interactive narrative work by the end of the semester that will be ready to go into the appropriate software production.

H. **PRE-REQUISITES/CO-REQUISITES:**

a. Pre-requisite(s): 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.

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

By the end of this course, the student will be able to:

<i>Course Objectives</i>	<i>Institutional SLO</i>
a. Create interactive narrative forms.	2. Crit. Thinking 3. Prof. Competence
b. Analyze narrative works.	1. Communication 2. Crit. Thinking 3. Prof. Competence
c. Critique interactive narrative.	1. Communication 3. Prof. Competence
d. Apply feedback gleaned from the workshop format.	1. Communication 2. Crit. Thinking 3. Prof. Competence

J. **APPLIED LEARNING COMPONENT:** No

K. **TEXTS:**

No texts, this is a workshop course. The works of the students are the only required reading.

L. **REFERENCES:**

M. **EQUIPMENT:** None

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

O. **MEASUREMENT CRITERIA/METHODS:**

- Papers
- Participation

P. **DETAILED COURSE OUTLINE:** (must use the outline format listed below)

- I. An Introduction to the Workshop
 - A. Defining Method and Expectations
 - i. Peer Review & Discussion
 - ii. Editing
 - iii. Feedback
 - iv. Work Ethic
 - B. Basic Terminology
 - C. Proofreading Notation
- II. The Interactive Narrative Workshop
 - A. Distribute
 - i. Every class several students have work prepared to share
 - B. Read
 - i. Read all shared works
 - C. Feedback
 - i. Write detailed feedback covering all aspects of the narrative
 - D. Discuss
 - i. Discuss the narrative in an open forum
- III. Critiques
 - A. In Class Direction & Oversight
 - B. Detailed Feedback
 - C. Individual Conferences
 - D. End of Semester Report

Q. **LABORATORY OUTLINE:** None