

HONG KONG BAPTIST UNIVERSITY

COURSE OUTLINE

1. **COURSE TITLE**

Virtual Storytelling: Narration across Dimensions

2. **COURSE CODE**

ENGL2097

3. **No. OF UNITS**

3 Units

4. **OFFERING DEPARTMENT**

Department of English Language and Literature

5. **PREREQUISITES**

Nil

6. **MEDIUM OF INSTRUCTION**

English

7. **AIMS & OBJECTIVES**

- 1) To consider how narrative concepts applied to stories told in print including plot, theme, and character are applied or transformed in newer, high-tech forms of storytelling;
- 2) To introduce virtual storytelling and its techniques as sites of process-based design.
- 3) To redefine storytelling as the outcome of students acquiring digital literacy using specific digital tools and applications;
- 4) To enable effective project teams creating compelling virtually-conceived stories registering, assessing, and responding to the challenges faced by society, the nation, and the globe; and
- 5) To effect and deliver a finalized virtual project, coherent and scalable, for online delivery.

8. **COURSE CONTENT**

- I. The Tools: Introducing Digital Storytelling Tools
- II. Building Narrative to Scale: Blocks, Sequences, and Storyboarding
- III. Prototyping Narratives for Online Delivery
- IV. Developing the Basic User Experience/Interface for Virtual Storytelling
- V. Finalizing Delivery of the Virtual Story at scale

9. **COURSE INTENDED LEARNING OUTCOMES (CILOs)**

CILO	By the end of the course, students should be able to:
CILO 1	Apply working knowledge of story-concept development, storyboarding, worlded architecture and editing using everyday digital and analogue tools
CILO 2	Use working facility in a specific digital application, user interface, or software package designed for virtual storytelling and/or world-building
CILO 3	Create the prototype for a virtual story subject to end-user assessment, beta, and necessary adjustments prior to launch
CILO 4	Produce an original, coherent, and scalable final-version story in virtual narrative form, whether working individually or in project teams, for wider online dissemination

10. **TEACHING & LEARNING ACTIVITIES (TLAs)**

CILO alignment	Type of TLA
CILO 1	<ul style="list-style-type: none"> - Blocks: building narrative to scale (squares, sequences, and storyboarding) - Content: making coherent narratives independent of their virtuality, while also taking advantage of digital tools.
CILO 2	<ul style="list-style-type: none"> - Tools: handling digital storytelling tools (an introduction) - Build: prototyping basic graphic narratives for online delivery - Exhibit: final product (virtual story) delivery, at scale, following upon successful resolution of issues introduced through the beta
CILO 3	<ul style="list-style-type: none"> - Build: prototyping basic graphic narratives for online delivery - Beta: developing, sizing, assessing, and tweaking basic user experience/interface through peer feedback and iteration
CILO 4	<ul style="list-style-type: none"> - Beta: developing, sizing, assessing, and tweaking basic user experience/interface - Exhibit: final product (virtual story) delivery, at scale, following upon successful resolution of issues introduced through the beta

11. **ASSESSMENT METHODS (AMs)**

Type of Assessment Methods	Weighting	CILOs to be addressed	Description of Assessment Tasks
Sandboxing Storytelling (Individual Assessment)	20%	1, 2	Off-Platform Creativity: Students will approach interactive stories through secondary toolkits such as moodboards, dadaism, draw & tell to increase comfort and aptitude with telling stories.
In-class Skill Acquisition (Individual Assessment)	30%	2, 3	Digital exercises: Individual students submit classwork based on class exercises which will increase their tool proficiency.
Virtual Story Project Proposal (Group Assessment)	10%	1, 3	Project proposal: Detailed Proposal (including feasible and executable virtual storyboard) as well as peer-pitch.
Virtual Story Delivery and Exhibition (Group Assessment)	40%	1, 2, 3, 4	Virtual Story Exhibit: successful betas are launched and exhibited to all stakeholders.

END