

COURSE DESCRIPTION

1. GENERAL

SCHOOL	MUSIC AND AUDIOVISUAL ARTS		
DEPARTMENT	AUDIO AND VISUAL ARTS		
LEVEL	Undergraduate		
COURSE CODE	THE601	SEMESTER	6 th
COURSE TITLE	Multimedia Narrative Structure		
INDEPENDENT TEACHING ACTIVITIES	WEEKLY TEACHING HOURS	ECTS	
Lab Lecture	2	4	
COURSE CATEGORY	Specific Background		
COURSE TYPE	Elective		
PREREQUISITES	-		
LANGUAGE OF TEACHING and EXAMINATIONS	Greek		
THE COURSE IS OFFERED TO ERASMUS STUDENTS	YES (In English)		
URL	https://avarts.ionio.gr/en/studies/undergraduate/courses-descriptions/the601/		
ECLASS			

2. TEACHING RESULTS

Teaching Results
The course aims to introduce students in basic concepts about scenario and nonlinear narratives in the field of video games and multimedia arts.
After the end of the course students will be able to write scripts for nonlinear narrative media such as video games, multimedia artistic applications and interactive audiovisual works.
General Skills
<ul style="list-style-type: none"> • Seek, analyze and synthesize data • Autonomous work • Team work • Project design and management • Freedom of thought

3. CONTENT

<p>The course begins with a historical review of narrative design. We examine and analyse methods and techniques for non-serial narration through various media. Appreciation of medium capabilities for the development of systems based on interactive narration is the issue here, a task that includes both art-based works or other multimedia applications. We examine the complexity issues that arise, where various strategies are presented targeting the reduction of the complexity. Students will have to create such a multimedia system in order to successfully complete the course.</p> <p>1st Week. What is narrative.</p> <p>2nd Week. Structure of story.</p> <p>3rd Week. Nonlinear narrative cinema.</p> <p>4th Week. The narrative in interactive games. Story and narrative development for video games.</p> <p>5th Week. The narrative in interactive games. Narrative design in video games.</p>
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6th Week. The narrative in interactive games. Non-linear narrative. Creating flow charts that visualize nonlinear scenarios.

7th Week. The development of animation and the role of animation in arcade games and modern games.

8th Week. Interactive Cinema. Artistic works based on modern cinematographic forms.

9th Week. Hyper Narratives. Visual poetry and artistic works on internet.

10th Week. Hyper comics. Hypertext comics.

11th Week. The role of storytelling in interactive digital projects and hypermedia. Part 1.

12th Week. Repetitions.

13th Week. Delivery of final work.

4. TEACHING AND LEARNING METHODS - EVALUATION

TEACHING METHOD	Lectures										
USE OF INFORMATION AND COMMUNICATION TECHNOLOGIES	Enhanced by multimedia content. The learning process is supported by the asynchronous e-learning platform e-class.										
TEACHING STRUCTURE	<table> <tr> <td>Activity</td> <td>Semester Workload</td> </tr> <tr> <td>Lab Lectures</td> <td>26</td> </tr> <tr> <td>Literature Study and Analysis</td> <td>48</td> </tr> <tr> <td>Practice and Preparation</td> <td>26</td> </tr> <tr> <td>Course Total (ECTS: 4)</td> <td>100</td> </tr> </table>	Activity	Semester Workload	Lab Lectures	26	Literature Study and Analysis	48	Practice and Preparation	26	Course Total (ECTS: 4)	100
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Course Total (ECTS: 4)	100										
EVALUATION OF STUDENTS	Progress and assessment of the course is implemented by delivering artistic work during the semester and is completed with a total delivery of completed works at the end of the semester.										

5. BIBLIOGRAPHY

The scenario: The structure and technique of writing, Valoukos Stathis, Capricorn, 2002.

Professional Techniques for Video Game Writing, Wendy Despain, Taylor & Francis, 2008