
COLLEGE OF IMAGING ARTS & SCIENCES

-----TOPIC OUTLINE FORM-----

Shell courses have very flexible course outlines that allow instructors to develop a specific focus and content for their particular Topic offered within the Shell.

In order for a new Topic within a Shell course to be scheduled, a completed, approved digital version of this form must be submitted to the Scheduling Officer by the scheduling deadline date for the term in which the topic will be offered. **No late submissions will be accepted.**

Procedure for proposing a new Topic:

1. Faculty proposing to offer a new Topic will complete this form and forward electronically to the Program Chairperson or Graduate Director for electronic approval.
2. The Program Chairperson or Graduate Director then secures the electronic approval of the school's Administrative Chair.
3. The Administrative Chair electronically forwards the form to the CIAS Curriculum Committee Chair (CIAS CCC) with a copy to the CIAS Scheduling Officer. The CIAS CC Chair will review. Once approved the CIAS Scheduling Officer will process.

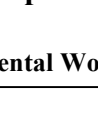
Course # DDDD-517 Proposing Faculty Meghdad Asadilari

Course title and topic title: Experimental Workshop: Interactive Storytelling

School: of Design Program: 3D Digital Design

1st term offered: 2171 Check all that apply: online approval required
 repeat for credit 0 # times TOPIC offered

1.0 Course Designations and Approval

Required course approval	Electronic Signature	Approval Granted Date
Program Chair/Graduate Director		2-1-2017
School Administrative Chair	Peter Byrne	02/16/2017
College Curriculum Committee Chair	Robin Cass	2.16.17

2.0 Course information:

Topic title:	<u>Interactive Storytelling</u>
Topic proposed by:	<u>Meghdad Asadilari</u>
Effective term scheduled:	<u>2171</u>

In the sections that follow, please use sub-numbering as appropriate (eg. 3.1, 3.2, etc.)

3.0 Goals of the TOPIC:

3.1 Design and implement appropriate interactive actions to the visual elements of a story
3.2 Prepare and publish the final product in various formats
3.3 Make content ready to read on various devices

4.0 Course description (course title includes course and topic title)

Course number: **DDDD-517**

Name of Course & Topic – **Experimental Workshop: Interactive Storytelling**

Name of Course & Topic – **EW: Interactive Storytelling**

This course introduces approaches to storytelling with interactivity. Various ideas and approaches to developing assets for 2D and 3D digital design and related technology are applied to conventional methods of storytelling. Methods for integrating interactivity into stories are identified and integrated into projects. Students use these methods to develop their own stories. This topic may not be repeated.

5.0 Possible resources (texts, references, computer packages, etc.)

- 5.1 Adobe InDesign and Maya tutorials and references, Digital Tutors, Gnomon DVDs
- 5.2 PubCoder online tutorial and references
- 5.3 Getting started in 3D with Maya: create a project from start to finish-- model, texture, rig, animate, and render in Maya by Adam Watkins

6.0 Topics (outline):

- 6.0 Digital publishing, layouts and specifications
- 6.1 Floating and fixed layouts
- 6.2 Embedding fonts, custom styles
- 6.3 Visual storytelling and interactivity
- 6.4 Hand and mouse gestures
- 6.5 Triggering predefined motions and actions using user inputs and events
- 6.6 Drag and drop zone
- 6.7 Building interactive puzzles
- 6.8 Smart objects and counters
- 6.9 Audio and read-aloud
- 6.10 Accelerometer
- 6.11 File size management
- 6.12 Intro to Java, custom actions
- 6.13 Publishing document in HTML and EPUB format
- 6.14 Offering the published document online

7.0 Intended course learning outcomes and associated assessment methods of those outcomes

(please include as many Course Learning Outcomes as appropriate, one outcome and assessment method per row).

Course Learning Outcome	Assessment Method
7.1 Identify layouts and specifications 7.2 Identify interactive narrative structures 7.3 Apply interactive narrative concepts to the development of visual stories 7.4 Develop 2D and 3D assets for interactive narratives 7.5 Build navigation elements 7.6 Publish documents in appropriate formats	Discussion, critique, and projects

8.0 Program outcomes and/or goals supported by this course

See shell outline

10.0 Required Resources - Identify all resources needed to effectively teach this class and what students will need to complete the assignments. (Please provide detailed list of equipment, software, computer lab, data storage/retrieval requirements, special classroom, studio, shop, wet lab, work space or media requirements)

- 10.1 Lab with high-end 3D and 2D software and other supporting software
- 10.2 PubCoder software
- 10.3 Tables for testing the product

Approval request date: This is the date that the college curriculum committee forwards this course to the appropriate optional course designation curriculum committee for review. The chair of the college curriculum committee is responsible to fill in this date.

Approval granted date: This is the date the optional course designation curriculum committee approves a course for the requested optional course designation. The chair of the appropriate optional course designation curriculum committee is responsible to fill in this date.