

**DDES9903**

Narrative and Sensemaking in Immersive Environments

Term T2, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

Story and narrative have been a fundamental part of how we communicate as humans since time immemorial. Advances in technology are today forging new ways of composing and developing narrative experiences. Understanding the changes required for narrative and story composition within immersive and virtual systems will be essential for the communication and future design of compelling systems and experiences

Focusing on narrative design rather than storytelling, this course examines a spectrum of narrative modalities from visual and cinematic to aural and performative, and draws on contemporary industry examples in simulation, gaming, 360 cinema, virtual reality and installation. You will re-examine story composition in the light of multimodal sensemaking and embodied cognition. You will understand how agency, interactivity, situational awareness and navigation reel in an experiential dimension that extends beyond linear storytelling to the design of narrative in immersive environments. You will also analyse how composition and multimodality impact notions of fidelity, credibility, and empathy.

This course is designed to be low-residency. It is conducted online with up to 3 face-to-face intensive meetups per term conducted during weekends. If students are not based in Sydney, they may incur additional travel and accommodation costs.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Analyse the role of diverse narrative modalities, including visual, cinematic, performative, sonic, and game, in visualisation, simulation and immersive design.
2. Integrate multimodal narrative approaches into immersive scenarios using the principles of situation awareness, sensemaking, and embodied cognition.
3. Apply the principles of agency, interactivity and navigation to design immersive experiences.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review – Assessment / Feedback Tool

- Collaborate Ultra in Moodle – Virtual Classroom
- Zoom - Video and Audio Conferencing, Chat, and Webinars
- The Box - Media Repository
- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	From Story to Action Script	30%	Project
Assessment Task 2	Narrative Design incorporating Agency and Interactivity	50%	Project
Assessment Task 3	Portfolio Reflection	20%	Portfolio

Resources

You are asked to download the free versions of the following applications in preparation for activities and assignment exercises across the course. You will be offered basic 'bootcamp' training in the use of these tools as part of the course induction.

Unity & Fungus

System requirements - from https://docs.unity3d.com/Manual/system-requirements.html?_ga=2.215966743.1042345340.1587189002-1293353606.1558043282)

Any standard computer will run Unity (Windows, Linux or macOS) and you will be using 2D Fungus dialogue. Key requirements are Windows 7 or newer; macOS 10.12.6+; Linux: Ubuntu 16.04, Ubuntu 18.04, and CentOS 7.

Download Unity: <https://store.unity.com/#plans-individual>

Download Fungus (Asset store): <https://assetstore.unity.com/packages/templates/systems/fungus-34184>

Twine

<https://twinery.org/>

Twine can be run on a computer (Windows, macOS or Linux) or via a web browser.

Potential Extras for BOOTCAMP SESSIONS:

Depending on what the bootcamp content will be, we also suggest the following free software (if you don't already own Adobe CC):

2D editing/image manipulation, Gimp: <https://www.gimp.org/downloads/>

Sound editing, Audacity: <https://www.audacityteam.org/download/>

Refer to Moodle for more resources.