

Course Unit Option VI - Digital Stroytelling			Field of study	Several			
Bachelor in	Languages for International Relations			School	School of Education		
Academic Year	2021/2022	Year of study	3	Level	1-3	ECTS credits 6.0	
Туре	Semestral	Semester	2	Code	8374-626-3203-09-21		
Workload (hours)	162	Contact hours			C - S - solving, project or laboratory; TC	Fieldwork; S - Seminar; E - Placement; O	O - T - Tutorial; O - Other

Name(s) of lecturer(s) João Sérgio Pina Carvalho Sousa

- Learning outcomes and competences
- At the end of the course unit the learner is expected to be able to:
- Know and choose from the most appropriate computing tools for the analysis and production of digital narrative (proprietary, open source and freeware alternatives).

Correctly use availbale tools.
 Know, choose and use the most adequate plataforms to distribute/publicize produced material.
 Plan, produce and distribute a digital narrative (fictional, biographic or documentary).

Prerequisites

Before the course unit the learner is expected to be able to: Adequately use basic computing resources.

Course contents

Digital Narratives (definitions, concepts and examples). Available Tools (comparative analysis and usage rules). Planning, executing and producing diverse forms of digital narratives using predominantly text and multimedia formats.

Course contents (extended version)

- 1. Digital Narratives
 - the concept of digital narrative historical development and underlying theories;
 different types of digital narratives; linear vs. non-linear;
 types of media: static and dynamic (text, sound, statitic and animated image):

 - brief introduction to content analyis:
- building blocks and production phases of a digital narrative.
 Available tools (comparative analysis and rules of usage):

 - analytic tools;
 edidting/production tools;
 publication tools.
- publication tools.
 3. Planning, producing and publishing different types of digitally supported narratives:

 using different types of media;
 small fictional narrative (original ou adaptions);
 small documentaries realet to the course contents;
 biographic narratives (eg: digital Curriculum vitae).

Recommended reading

- . Costello, V., & Youngblood, S. (2013,) Multimedia Foundations, Core concepts for Digital Design. Burlington, MA: Focal Press.

- Costerio, Y., & Youngbloo, S. (2013,) Multimedia Foundations, Core Concepts for Digital Design. Burnington, MA. Focal Press.
 Kobre, K. (2012). Videojournalism: Multimedia Storytelling. Burlington, MA: Focal Press.
 Lundby, K. (2008). Digital Storytelling, Mediatized Stories: Self Representations in New Media. New York: Peter Lang.
 Miller, C. H. (2014). Digital Storytelling a creators guide to interactive entertainment. Burlington, MA: Focal Press.
 Philips, A. (2012). A Creator's Guide to Transmedia Storytelling: How to Captivate and Engage Audiences Across Multiple Platforms. McGrawHill. Hill.

Teaching and learning methods

Presentation of the conecepts needed to frame new knowledge and understand content's integration. Diiscussion of subject-matter to introduce new concepts/skills. Practical sessions using each of surveyed resources. Collaborative work: Investigation and project production.

Assessment methods

- Continuous assessemt (Regular, Student Worker) (Final)

 Reports and Guides 10% (Group assignment Preparing a script/storyboard.)
 Practical Work 30% (Group assignment Producing a digital narrative.)
 Presentations 10% (Group assignment Presenting product developed.)
 Reports and Guides 50% (Individual report of work undertaken.)

 Final Exam (Regular, Student Worker) (Supplementary, Special)

 Final Written Exam 100% (Theoretical (35%) and prectical (65%))

Language of instruction

Portuguese, with additional English support for foreign students

Electronic validation				
João Sérgio Pina Carvalho Sousa	Manuel Florindo Alves Meirinhos	Carla Sofia Lima Barreira Araujo	Carlos Manuel Costa Teixeira	
21-10-2021	23-10-2021	25-10-2021	03-12-2021	