

Course Unit	Option VI - Digital Storytelling	Field of study	Several
Bachelor in	Languages for International Relations	School	School of Education
Academic Year	2021/2022	Year of study	3
Type	Semestral	Semester	2
Level	1-3	ECTS credits	6.0
Code	8374-626-3203-09-21		
Workload (hours)	162	Contact hours	T - , TP 54, PL - , TC - , S - , E - , OT 18, O -

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - 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:

1. Know and choose from the most appropriate computing tools for the analysis and production of digital narrative (proprietary, open source and freeware alternatives).
2. Correctly use available tools.
3. Know, choose and use the most adequate platforms to distribute/publicize produced material.
4. 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, static and animated image);
 - brief introduction to content analysis;
 - building blocks and production phases of a digital narrative.
2. Available tools (comparative analysis and rules of usage):
 - analytic tools;
 - editing/production tools;
 - publication tools.
3. Planning, producing and publishing different types of digitally supported narratives:
 - using different types of media;
 - small fictional narrative (original or adaptations);
 - small documentaries related to the course contents;
 - biographic narratives (eg: digital Curriculum vitae).

Recommended reading

1. Costello, V. , & Youngblood, S. (2013,) Multimedia Foundations, Core concepts for Digital Design. Burlington, MA: Focal Press.
2. Kobre, K. (2012). Videojournalism: Multimedia Storytelling. Burlington, MA: Focal Press.
3. Lundby, K. (2008). Digital Storytelling, Mediatized Stories: Self Representations in New Media. New York: Peter Lang.
4. Miller, C. H. (2014). Digital Storytelling a creators guide to interactive entertainment. Burlington, MA: Focal Press.
5. Phillips, 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 concepts needed to frame new knowledge and understand content's integration. Discussion of subject-matter to introduce new concepts/skills. Practical sessions using each of surveyed resources. Collaborative work: Investigation and project production.

Assessment methods

1. Continuous assessment - (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.)
2. Final Exam - (Regular, Student Worker) (Supplementary, Special)
 - Final Written Exam - 100% (Theoretical (35%) and practical (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