Liverpool John Moores University

Title:	DIGITAL STORYTELLING AND MACHINIMA
Status:	Definitive
Code:	**5066COMP** (119637)
Version Start Date:	01-08-2016

Owning School/Faculty: Computer Science
Teaching School/Faculty: Computer Science

Team	Leader
Stephen Tang	Y
William Hurst	

Academic Level:	FHEQ5	**Credit Value:**	24	**Total Delivered Hours:**	72
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24
Workshop	48

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Digital Storytelling using high-level authoring tool.	50	
Artefacts	AS2	Real-Time Machinima Production using Game Engine.	50	

Aims

-To provide the underpinning knowledge, concepts and techniques in technical production of a digital story.
-To provide an opportunity to apply the techniques and principles of digital storytelling to produce digital stories.
-To develop the required skill in using appropriate technologies in producing

Machinima.

Learning Outcomes

After completing the module the student should be able to:

1   Discuss the concepts, principles and techniques of storytelling, cinematography and film to create story in a digital environment.
2   Apply the appropriate techniques to design and produce an animated digital story.
3   Apply the appropriate techniques to utilise relevant features of a game engine to produce Machinima.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Storytelling   1   2

Machinima production   3

Outline Syllabus

-What is story?
-Influences and Impact of story
-Digital Storytelling – Storytelling in GCI and Games
-Principles of Storytelling, Joseph Campbell' – The Hero's Journey, David Freeman's Emotioneering Techniques.
-Cinematography – Concepts, Techniques and principles
-Technologies Enabling Digital Storytelling: CGI Production, Screen-casting, Machinima etc.
-Definition of Machinima
-Game Engine as a vehicle for digital storytelling
-Digital Content Creation: Workflow, Techniques and Tools.
-Game Technologies Enabling Machinima: Virtual Camera, Shaders, Sound, Tweening, Kinematics, Motion, Agent Behaviours.
-Machinima production tools: Animation Plugins for Digital Content Creation Tools, Game Level Editors, Digital Film-Making Tools, Game Engines.
-Scripting Motion and Animation with Game Engine.
-Distribution of Machinima production.

Learning Activities

Formal lectures will deliver theoretical concepts while practical-based workshop sessions, which take place in the computer laboratories, will be used to introduce specific techniques and methods used in the production of animated story using high-level and low-level tools.

Notes

This course introduces concepts, principles and techniques for production of digital story and Machinima production.