Liverpool John Moores University

Title: DIGITAL STORYTELLING AND MACHINIMA
Status: Definitive
Code: **5525YCOM** (119766)
Version Start Date: 01-08-2014

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Kolej Teknologi YPC-ITWEB

Team	emplid	Leader
Stephen Tang		Y

Academic Level:	FHEQ5	**Credit Value:**	24.00	**Total Delivered Hours:**	72.00
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24.000
Workshop	48.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Digital Storytelling using high-level authoring tool	50.0	
Artefacts	AS2	Real-Time Machinima Production using Game Engine.	50.0	

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.

References

Course Material	Book
Author	Simmons, A.
Publishing Year	2006
Title	The Story Factor
Subtitle	Inspiration, Influence and Persuasion Through the Art of Storytelling
Edition	
Publisher	Basic Books
ISBN	0465078079

Course Material	Book
Author	Brown, B.
Publishing Year	2011
Title	Cinematography
Subtitle	Theory and Practice: Image Making for Cinematographer and Directors
Edition	
Publisher	Focal Press
ISBN	0240812093

Course Material	Book
Author	Freeman, D.
Publishing Year	2003
Title	Creating Emotion in Games
Subtitle	The Art and Craft of Emotioneering
Edition	
Publisher	New Riders
ISBN	1592730078

Course Material	Book
Author	Busby, J., Parrish, Z. and Wilson, J.
Publishing Year	2009
Title	Mastering Unreal Technology
Subtitle	Introduction to Level Design with Unreal Engine 3
Edition	
Publisher	Sams
ISBN	0672329913

Course Material	Book
Author	Busby, J., Parrish, Z. and Wilson, J.
Publishing Year	2009
Title	Advanced Level Design with Unreal Technology
Subtitle	Using Unreal Engine 3
Edition	
Publisher	Sams
ISBN	0672329921

Notes

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