

Liverpool John Moores University

Title: Immersive Storytelling
Status: Definitive
Code: **7001IA** (126720)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Hatana El-Jarn	Y
Daniel Turner	
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Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 35

Total Learning Hours: 300 **Private Study:** 265

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Tutorial	2
Workshop	22

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	PORT	Digital Portfolio exploring practice and contexts of Immersive Arts - 2500 words	50	
Presentation	PRES	Deliver a 15 minute (including questions) symposium based presentation based on key findings of the portfolio	50	

Aims

1. For students to gain an understanding of the foundations of immersive storytelling and experience design
2. To introduce students to learning creative and critical thinking by enquiry
3. To introduce students to creative and cultural economies

Learning Outcomes

After completing the module the student should be able to:

- 1 Evidence understanding of contextual debates and research legacies related to Immersive Storytelling and Experience Design.
- 2 Research and produce a practice informed presentation that demonstrates postgraduate level skills in respect of complex issues, informed judgments, insights and interpretations.

Learning Outcomes of Assessments

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

Digital Portfolio	1
Presentation	2

Outline Syllabus

This module introduces key legacies, theories and practices of Immersive Storytelling, drawing upon interdisciplinary fields of research and practice in art, design & technology. It explores core concepts, practices and perspectives related to narrative development of immersive experiences. It presents students with a series of theoretical, creative and industry focused debates to allow the development of critically informed analysis.

Learning Activities

The module will involve a series of lectures and workshops, including guest speakers, outlining important aspects of the Immersive Arts and Technology sector with learning consolidated through tutorial support. Findings will be documented in a research blog and then key findings and insights that align with individual interests and concerns will be presented to the class.

Notes

This module introduces students to many of the key theories and artefacts that act as a foundation for the advances in immersive narrative practice and immersive experience design.

Students are additionally reminded of the importance of rigorous contextual research

to inform their practice and that this underpins study at post-graduate level.