

Immersive Storytelling

Module Information

2022.01, Approved

Summary Information

Module Code	70011A
Formal Module Title	Immersive Storytelling
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Lecture	11
Tutorial	2
Workshop	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

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
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Evidence understanding of contextual debates and research legacies related to Immersive Storytelling and Experience Design.
MLO2	2	Research and produce a practice informed presentation that demonstrates postgraduate level skills in respect of complex issues, informed judgments, insights and interpretations.

Module Content

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.
Module Overview	Introducing key theories and practices of immersive storytelling and experience design, drawing upon interdisciplinary fields of research and practice across art, design, performance and technology area. The module explores core concepts, practices and perspectives related to narrative development of immersive experiences and presents a series of theoretical, creative and industry focused lectures, debates, workshops and seminars.
Additional Information	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.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Digital Portfolio	50	0	MLO1
Presentation	Presentation	50	0	MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Hatana El-Jarn	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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