

## Liverpool John Moores University

Title: Interactive Story  
Status: Definitive  
Code: **7002CT** (126069)  
Version Start Date: 01-08-2021

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

Team	Leader
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**Academic Level:** FHEQ7      **Credit Value:** 30      **Total Delivered Hours:** 66

**Total Learning Hours:** 300      **Private Study:** 234

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	9
Practical	32
Tutorial	5
Workshop	20

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Artefact	Artefact - group or individual project	70	
Essay	Essay	Reflective Commentary - 2000 words	30	

### Aims

1. To provide an opportunity for students to undertake a substantial interactive story project

2. To explore the theory and practice of engaging users of an online platform.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Apply creative solutions to storytelling within an online interactive project
- 2 Enhance existing competencies in online practice
- 3 Demonstrate a sophisticated understanding of the theoretical and practical skills underpinning an interactive project within different genres of narrative

## Learning Outcomes of Assessments

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

Artefact	1	2
Essay - 2000 Words	3	

## Outline Syllabus

*Students will explore aspects of multimedia practice and engage in the creation of an interactive narrative artefact*

## Learning Activities

Through lectures, workshops and practical skills implementation with tutorial support, students will explore the creation of an immersive and dynamic narrative artefact, thereby understanding the opportunities for storytelling that incorporate online interactive media platforms

## Notes

This is an opportunity for students to explore the development of compelling, tangible interfaces with engaging, dynamic content including digital text, images, effects, video and animations to create non-linear interactive narrative.

The module will also introduce the contextual framework within which practitioners use online environments to educate and inform across a variety of narrative genres/themes.

Workshops will reinforce software practice and the accompanying reflective commentary will demonstrate the student's understanding of this particular media platform and its applications to genres of narrative.