

## Liverpool John Moores University

Title: IMMERSIVE AND PARTICIPATORY STORYTELLING  
Status: Definitive  
Code: **7002IT** (129070)  
Version Start Date: 01-08-2021

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

Team	Leader
James Frieze	Y
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**Academic Level:** FHEQ7      **Credit Value:** 20      **Total Delivered Hours:** 80

**Total Learning Hours:** 200      **Private Study:** 120

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Seminar	30
Workshop	50

**Grading Basis:** 50 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	Pres.	A 40-minute, participatory workshop presentation designed and led by the student on an extant piece of immersive performance work. The piece will be identified by the student and agreed by the tutor. As well as analysis and exploration of the chosen piece, the presentation will include an extract of the piece reconstructed and adapted for workshop purposes.	70	

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Essay	A 1,500 word written analysis and rationale. The essay will include, and will rationalise through analysis, the workshop plan. Citing appropriate research sources, the rationale will situate the workshop in relation to recognised examples and genres of immersive performance work.	30	

## Aims

1. Enhance knowledge of a diverse range of immersive and participatory storytelling strategies and traditions.
2. Develop skills in the design and facilitation of immersive performance workshops.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate broad and systematic knowledge of immersive participatory storytelling modes and paradigms.
- 2 Demonstrate comprehensive understanding of workshop design and practice and apply this understanding in the context of immersive and participatory storytelling.

## Learning Outcomes of Assessments

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

Workshop Presentation	1
Essay	2

## Outline Syllabus

*This module provides an overview of how different strands of immersive performance have evolved. Through seminars and workshops, students will explore themes and structures of different kinds of immersive performance, including site-responsive, promenade, one-to-one, game-based, audio-driven, task-based, VR/XR/AR and interactive forum work. Seminar analysis and discussion in the first phase of the module will consider: the ways in which particular forms of immersive performance extend and depart from particular forms of theatre, dance and fine art; the ways in which sensory engagement can unlock memory and fuel uniquely personal stories; the ways in which strands of immersive performance have variously been fuelled by role play and other forms of gaming; choose your own adventure forms of literature; ecological reactions against technology; technologies that*

*promise to extend and augment reality. Seminars will be led by staff and may also include the input of guest practitioners. In the second phase of the module, students will be introduced to the principles of workshop design in the context of immersive performance; they will then design and facilitate their own workshop with tutorial guidance. The workshop will explore a critically recognised piece of extant immersive performance by adapting elements or parts of the performance for workshop exploration.*

## **Learning Activities**

Seminars, Workshops

## **Notes**

The first, seminar-driven phase of this module provides a Masters-level survey of the many kinds of immersive performance. In the second, workshop phase, each student selects an extant piece of immersive performance and explores the piece as a workshop leader.