

Immersive and Participatory Storytelling

Module Information

2022.01, Approved

Summary Information

Module Code	7002IT
Formal Module Title	Immersive and Participatory Storytelling
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	20
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Seminar	30
Workshop	50

Module Offering(s)

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

Aims and Outcomes

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.
------	--

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate broad and systematic knowledge of immersive participatory storytelling modes and paradigms.
MLO2	2	Demonstrate comprehensive understanding of workshop design and practice and apply this understanding in the context of immersive and participatory storytelling.

Module Content

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.
Module Overview	
Additional Information	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.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Presentation	Workshop Presentation	70	0	MLO1
Test	Essay	30	0	MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
James Frieze	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
--------------	--------------------------	-----------