

## Module Information

2022.01, Approved

### Summary Information

Module Code	7503IABACT
Formal Module Title	Transmedia and Interactive 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
LJMU Partner Taught

### Partner Teaching Institution

Institution Name
Institute of the Arts Barcelona

### Learning Methods

Learning Method Type	Hours
Lecture	10
Practical	30
Seminar	5
Tutorial	5

### Module Offering(s)

Display Name	Location	Start Month	Duration Number	Duration Unit
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SEP-PAR	PAR	September	28 Weeks
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## Aims and Outcomes

Aims	1. Develop an advanced critical understanding of theories relating to traditional, transmedia, and interactive story telling and how they are applicable to and can be realised within theatre and performance. 2. Develop and portray performances utilising story telling devices and approaches.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Show an advanced critical understanding of traditional, transmedia, and interactive story telling theories.
MLO2	2	Apply an advanced variety of performative codes and conventions to the construction of a transmedia or interactive project.
MLO3	3	Verify the realized theatrical practice by the integration of appropriate constructs, critical frameworks as the scaffold for the creative practice.
MLO4	4	Demonstrate sophisticated use of interpersonal and group working skills during the creative teams' development of a transmedia or interactive story telling project.

## Module Content

Outline Syllabus	The module will focus on contemporary uses of and the interactions between performance, alternative performance practices, interactive techniques, the digital space, and transmedia story telling. Importance will be given to the interactions and relation between European and non-European traditions from the perspective of global and decolonised performance. The module will theoretically and practically investigate the concept of "fictional worlds" and expanded universes/story-worlds, emerging technologies and the relationship with the audience. The four main trajectories will be: story telling development, the shared experience, audience interactions and uses of technology. The module will explore the use, functions, implications and found meanings of prefixes such as "trans-", "inter-", "cross-", and "multimedia", and examine the use of multiple platforms in literature, mixed media and the development of franchises. Through workshops and student-led projects, explorations will be made into site-responsive, immersive, promenade, one-to-one, game-based, audio driven, audience led, VR and AR storytelling aspects.
Module Overview	
Additional Information	Most of the bibliographical material will be given as handouts during the classes. Online materials will be signposted for example <a href="http://www.monoskop.org">www.monoskop.org</a> ) and specific databases (LJMU Library, Jstor, DOAJ). Additional access to specific technological platforms and channels for transmedia performances will be shown to the students. Assessment is via performance with a specific project plan.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Practice	Practice	100	0	MLO1, MLO2, MLO3, MLO4

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
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### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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