INTERACTIVE NARRATIVES

Code: 26002

Main Scientific Area: Audiovisuais

Lecturer: Marta Alexandra da Cruz Madureira

Language of Instruction: Portuguese

Regime: S1

Contact Hours: 15h Total Workload: 85h

ECTS: 4,0

Objectives

In this curricular unit it is intended that students of the mater in Engineering in Development of Digital Games (EDJD) can know the dynamics of interactive narratives in the context of the creative industry of video games.

Learning Outcomes

- To acquire basic notions about the fundamental and structural definitions of narrative and interactivity;

- Knowing the appropriate methodologies and processes to outline and produce narratives for digital games;
- Learning creative techniques underlying the various components of a narrative, namely, text, media, hypertext, animated image and narrative;
- To develop skills to structure and tel1 a story, from the idea to the final projection in the context of an interactive work;
- Developing a project that involves narrative, interactivity anda creatively relevant plot.

Course Contents

Creative industry and narratology
Interactivity and Narrative
Text, Media, Hypertext, Animated Image and Hypermedia
Structure and techniques of narrative
Fundamental aspects in the development of a script
Tools and methodologies in the development of the script
Practical development

Recommended Bibliography

ANTHROPY, A., CLARK, N. (2014). A Game Design Vocabulary. Addison-Wesley Professional
BATEMAN, C. M. (Ed.). (2007). Game writing Narrative skills for videogames. Charles River Media
HARVEY, C.B (2014) Storyworlds across Media, University of Nebraska - Lincold and London
INCE, S. (2006). Writing for Video Games. AC Black
LAUREL, B. (2014). Computers as Theatre. Addison-Wesley
MURRAY, J.H. (2011), Hamlet in the Holodeck: The Future of Narrative in Cyberspace. Cambridge, Mass.: MIT Press
SALEN, K, ZIMMERMAN, E. (2004). Rules of play: Game design fundamentais. MIT press
TOH, W. (2020) A Multimodal Approach to Videogames and the Player Experience

Learning and Teaching Methods

The syllabus contents of this course are adapted to the needs and objectives of the EDJD course. The curricular unit

of Interactive Narratives for Video Games is a fundamental unit that complements and offers basic knowledge in the practice of narratology. It seeks a work of conception and execution of arguments, the diligence of interactivity, and the playful sense, valuing the differences and common points between these areas, and their impact on the interactive work.

Assessment Methods

Students should consult the Academic Regulation (RA) of the IPCA and the Regulation of Assessment of Knowledge and Competencies (RACC) of the ESD.

LEARNING ASSESSMENT
Continuous evaluation
The assessment regime in this curricular unit is that of continuous assessment (according to point 1 of article 3 of the RACC of the ESD).

Continuous assessment integrates the following elements of learning assessment with weighting:
- Continuous assessment exercises: 30%
- Practical Project: 60%
- Attendance, punctuality, interest, critical capacity and student response: 10%

The student must attend a minimum of 75% of the taught classes, to obtain a classification in the period of continuous assessment.
In the case of students covered by special attendance regimes (section 1, article 135.2 of the Academic Regulations of the IPCA), attendance and participation in the classroom may be replaced by alternative contact time with the professor, during office hours or other combined schedule, as long as ensuring full compliance with the defined objectives in the lecture, as well as equal treatment between students.

Assessment in exam season (1st semester):
This curricular unit allows enrollment during exams (RACC-ESD - article 4, point 4), only in the context of grade improvement (more information below).

Special season evaluation
Only students who are in a special frequency regime have access to this period (as described in section I, article 135.º and in point 5, article 209.º, of the Academic Regulation of the IPCA).
The student must inform the teacher about his intention to enroll in the special season. The scheduled date for the "exam" corresponds to the day the work proposal is sent to the student. Student and professor must combine the means of contact, during office hours or other hours to be agreed, to guarantee the mandatory monitoring of the project and the fulfillment of the objectives defined in the lecture.
Assessment in this special season integrates the following elements of learning assessment with weighting:
- Practical project: 100%

Grade improvement:
In this curricular unit, grade improvement works in two regimes:
1. By continuous assessment (new enrollment in the lecture) (according to point 2 of article 6 of the RACC of the ESD)
In this regime, the assessment includes the following weighted learning assessment elements:
- Continuous assessment exercises: 40%
- Practical Project: 50%
- Attendance, punctuality, interest, critical capacity and student response: 10%

2. During exam season (1st semester) (RACC-ESD, article 6, point 1)
In order to register for the 1st semester exams, a minimum classification of 8 values is required, in the period of continuous assessment, and the attendance of a minimum of 75% of the taught classes. The assessment includes the following percentages and learning elements:

- Practical project: 100%