



Universitat de Lleida

DEGREE CURRICULUM **INTERACTIVE NARRATIVE**

Coordination: GÓMEZ MORALES, BEATRIZ MARIA

Academic year 2020-21

Subject's general information

Subject name	INTERACTIVE NARRATIVE			
Code	101990			
Semester	1st Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Audiovisual Communication and Journalism	3	OPTIONAL	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	PRAULA	TEORIA	
	Number of credits	3	3	
	Number of groups	1	1	
Coordination	GÓMEZ MORALES, BEATRIZ MARIA			
Department	CATALAN STUDIES AND COMMUNICATION			
Teaching load distribution between lectures and independent student work	In-person hours: 24 Non in-person hours (1) + (2) : 126 (1) Work with synchronous virtual accompaniment: 36 (2) Self-employment (unaccompanied by the teacher): 90 Total: 150			
Important information on data processing	Consult this link for more information.			
Language	Catalan/Spanish			
Distribution of credits	1 credit equals 25 hours of student work. Total: 150 hours (6 credits)			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
GÓMEZ MORALES, BEATRIZ MARIA	beatriz.gomez@udl.cat	6	

Subject's extra information

The planning contained in this document conforms to the hybrid or mixed teaching model. However, depending on the evolution of the pandemic, the development of contact hours and type 1 non-contact hours (Work with synchronous virtual accompaniment) can be altered (become 100% face-to-face or 100% virtual).

Learning objectives

- a. To introduce the student into the narrative forms of digital and interactive media.
- b. To establish the similarities and differences between classic narrative and interactive narrative.
- c. To provide the student with the different tools and structures for the construction of interactive narratives.
- d. To identify the particularities of the different classic narrative instances (characters, time, space, narrator, etc.) in the interactive narrative, mainly in the video game.
- e. To introduce the student in the principles of the creation of an interactive script and equip it with the necessary tools for its elaboration.

Competences

Basics

CB2. To apply their knowledge to their work or vocation in a professional way and possess the skills that are usually demonstrated through the elaboration and defense of arguments and problem solving within their area of study.

Generals

CG2. To develop organizational and planning skills.

CG3. To apply theoretical knowledge in practical activity.

CG6. To develop creativity, innovation and competitiveness.

Specifics

CE10. To identify contemporary traditions in the creation of informative and non-informative discourses.

CE13. To identify and apply the theoretical and practical foundations of audiovisual communication and the internet.

CE14. To identify and apply the narrative logic and specific narrative and expositive skills of the audiovisual and interactive contents of an informative and non-informative nature.

CE15. To develop creative abilities in the audiovisual, multimedia and interactive realization of the different genres.

Transversals

CT4. Acquire basic knowledge of entrepreneurship and professional environments.

Subject contents

1. Introduction to the concept of interactivity: features and characteristics.
2. Interactivity and narration: relationships, advantages and disadvantages.
3. Interactive architecture: possible narrative structures for an interactive text and another genres.
4. The interactive narrative: possibilities and characteristics.
5. Narrator and other existing narrators in the interactive narrative (especially on video games).
6. Focalization and point of view.
7. Space.
8. Time.
9. Characters. Avatar and players representation.
10. Process of creating an interactive text: structure of the interactive script.

Methodology

Lecture classes. Oral exposition of the course content by the teacher.

Colloquiums/Class debate. Activities of exchange of opinions between the students under the direction of the teacher.

Conferences. Public exhibition on a subject carried out by an expert.

Group work. Learning activity that has to be done through collaboration among the members of a group.

Cases studies. Method used to study an individual, an institution, a problem, etc. in a contextual and detailed manner.

Simulation. Activity in which each student or each group has assigned a specific role or character, according to which it has to intervene in the development of the situation.

Practical work. It allows to apply and configure, at a practical level, theoretical knowledge in a concrete context.

Given the current uncertain situation, the calculated dates and times are subject to change. If necessary, the first modifications in the first session in the classroom (scheduled for September 21, 2020).

Formative activity		Hours allocated to the training activity
Directed activities	Face-to-face and/or virtual master class	37.5
	Scientific and/or informative events	6.5
	Seminars, debates, presentations/exhibitions	6.5
Supervised activities	Works (follow-up)	2.5
	Guided discussion forums	2.5

	Personalized attention (tutorials)	2.5
Autonomous activities	Work and study	90
Evaluation activities	Evaluation activities	2
TOTAL		150

Regulations on recording sessions using the Virtual Campus Videoconferencing tool:

In accordance with current regulations on the protection of personal data, we inform you that:

- The organisation responsible for the recording and use of the image and voice is the University of Lleida - UdL (contact details of the representative: General Secretariat. Plaza Víctor Siurana, 1, 25003 Lleida; sg@udl.cat; contact details of the data protection officer: dpd@udl.cat).
- The recorded images and voices shall be used exclusively for teaching purposes.
- The recorded images and voices shall be saved and preserved until the end of the current academic year, and shall be destroyed in accordance with the terms and conditions specified in the regulations on the preservation and disposal of administrative documents of the UdL, and the documentary evaluation tables approved by the Generalitat de Catalunya (<http://www.udl.cat/ca/serveis/arxiu/>).
- The voices and images are considered necessary to teach this subject, and teaching is a right and a duty of the teaching staff of the Universities, which they must exercise under academic freedom, as provided for in article 33.2 of the Organic Law of Universities (Ley Orgánica de Universidades) 6/2001, of December 21. For this reason, the UdL does not need the consent of the students to register their voices and images with the sole and exclusive purpose of teaching in this particular subject.
- The UdL shall not transfer the data to third parties, except in the cases strictly provided for by the Law.
- The student can access their data; request correction, deletion or portability; object to its processing and request its limitation, as long as it is compatible with the purposes of teaching, by writing to dpd@udl.cat. You can also submit a complaint to the Catalan Data Protection Authority, via a mail to its website (<https://seu.apd.cat>) or other non-electronic means.

It is recalled that the recordings and other contents of the CV are protected by the intellectual and industrial property rights of the University of Lleida, in accordance with the clause included in the "Legal Notice", visible on all the websites owned by the UdL.

Development plan

Program	Timeline 15 weeks: 30 sessions
Bloc I 1. Introduction to the concept of interactivity: features and characteristics. 2. Interactivity and narration: relationships, advantages and disadvantages.	6 sessions

<p>Bloc II</p> <p>3. Interactive architecture: possible narrative structures for an interactive text and another genres.</p> <p>4. The interactive narrative: possibilities and characteristics.</p> <p>5. Narrator and other existing narrators in the interactive narrative (especially on video games).</p> <p>6. Focalization and point of view.</p> <p>7. Space.</p> <p>8. Time.</p> <p>9. Characters. Avatar and players representation.</p>	<p>20 sessions</p>
<p>Bloc III</p> <p>10. Process of creating an interactive text: structure of the interactive script.</p>	<p>4 sessions</p>

Evaluation

The final grade will be the result of these learning activities:

Written tests (40%). It includes a partial test (20%) and a final test (20%) of the syllabus.

Practical works (50%). It includes an individual work with three partial deliveries (follow-up, 20%) and a final one (30%).

Attendance (10%). It includes the attendance to master classes, interventions, and activities in class. **The activities carried out in class are not recoverable.**

To be able to pass the subject, it is necessary to obtain a minimum grade of 5 in the written tests and the final practical work.

FOR MORE DETAILS ABOUT EVALUATION, REVIEW THE SUBFOLDER "AVALUACIÓ", INCLUDING THE GENERAL FOLDER "RECURSOS".

Students who combine their degree with a full-time job have the right to ask for alternative assessment within 5 days after the beginning of the semester. For information, please send an e-mail to academic@lletres.udl.cat or ask for information at the Faculty's office (Secretaria de la Facultat de Lletres).

Bibliography

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