



Universitat de Lleida

# DEGREE CURRICULUM

# **INTERACTIVE NARRATIVE**

Coordination: GOMEZ MORALES, BEATRIZ MARIA

Academic year 2022-23

## 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   | GOMEZ MORALES, BEATRIZ MARIA  |        |           |                  |
| Department   | CATALAN STUDIES AND COMMUNICATION   |        |           |                  |
| Teaching load distribution between lectures and independent student work | In-person hours: 60<br>Non in-person hours of self-employment: 90<br>Total: 150 |        |           |                  |
| Important information on data processing                                 | Consult <a href="#">this link</a> for more information.                         |        |           |                  |
| Language   | Catalan   |        |           |                  |
| 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                                   |
|------------------------------|-----------------------|---------------------------|--|
| GOMEZ MORALES, BEATRIZ MARIA | beatriz.gomez@udl.cat | 6                         | Monday and Tuesday<br>(confirmation by e-mail)<br>Office 2.31. |

## Learning objectives

- To introduce the student into the narrative forms of digital and interactive media.
- To establish the similarities and differences between classic narrative and interactive narrative.
- To provide the student with the different tools and structures for the construction of interactive narratives.
- To identify the particularities of the different classic narrative instances (characters, time, space, narrator, etc.) in the interactive narrative, mainly in the video game.
- 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.

| Formative activity    |  | Hours allocated to the training activity |
|-----------------------|--|--|
| Directed activities   | Face-to-face 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  |
| <b>TOTAL</b>          |  | <b>150</b>                               |

## Development plan

| Program  | Timeline<br>15 weeks: 30 sessions |
|--|-----------------------------------|
| <b>Bloc I</b><br>1. Introduction to the concept of interactivity: features and characteristics.<br>2. Interactivity and narration: relationships, advantages and disadvantages.  | 6 sessions                        |
| <b>Bloc II</b><br>3. Interactive architecture: possible narrative structures for an interactive text and another genres.<br>4. The interactive narrative: possibilities and characteristics.<br>5. Narrator and other existing narrators in the interactive narrative (especially on video games).<br>6. Focalization and point of view.<br>7. Space.<br>8. Time.<br>9. Characters. Avatar and players representation. | 20 sessions                       |
| <b>Bloc III</b><br>10. Process of creating an interactive text: structure of the interactive script.   | 4 sessions                        |

## Evaluation

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

**WRITTEN TESTS (40%).** This section includes two syllabus follow-up tests, Part I and Part II, with a value of 20% each. The dates of both test will be determinated by the examination calendar of the Faculty of Arts. **Both PARTIAL tests are recoverable.**

**WORK (50%).** It includes a paper with three partial deliveries (follow-up, 20%) and a final delivery (30%) **FOR MORE DETAILS ON THE CONTENT, DATE AND FORMAT OF THE PARTIAL AND FINAL DELIVERIES, REVIEW THE “EVALUATION” FOLDER, INCLUDED IN THE “RESOURCES” SECTION OF THE VIRTUAL CAMPUS. Only 30% of the final delivery is recoverable.** In contrast, follow-up (20%) is not recoverable.

**ATTENDANCE AND PARTICIPATION (10%).** Includes attendance at master classes, interventions and classroom activities. Class attendance is mandatory and will be monitored at the beginning of each session and/or by conducting assessment activities during the session. **Class activities are not recoverable.**

**IT IS NECESSARY TO APPROVE THE WRITTEN TESTS (AVERAGE) AND THE FINAL WORK TO PASS THE SUBJECT. In case of not passing one of these two parts of the evaluation, the average mark will not be calculated and the final mark of the subject will correspond to the mark of the suspended part.**

The last weeks of the course will be devoted to revaluation activities. The student must recover each of the sections he/she has failed, whether it is the written tests (40%) or the work. The date of the written recovery tests, as well as the delivery of a new final delivery of the work, will be determinated by the examination calendar of the Faculty of Arts.

If plagiarised material and/or the use of fraudulent actions during the taking of exams is detected, we will apply what is established in the “Regulations for the Assessment and Grading of Student Learning in UdL Bachelor’s and Master’s Degrees” ([https://www.udl.cat/export/sites/universitat-ileida/ca/udl/norma/.galleries/docs/Ordenacio\\_academica/Normativa-davaluacio-i-qualif.-graus-i-masters-Acord-235-CG-21-7-2022.pdf](https://www.udl.cat/export/sites/universitat-ileida/ca/udl/norma/.galleries/docs/Ordenacio_academica/Normativa-davaluacio-i-qualif.-graus-i-masters-Acord-235-CG-21-7-2022.pdf)).

Students who combine their degree with a full time job or a part-time job with schedules coinciding with classes 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](mailto:academic@lletres.udl.cat) or ask for information at the Faculty's office (Secretaria de la Facultat de Lletres).

## Bibliography

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Ryan, M. L. (2005). *Peeling the Onion: Layers of Interactivity in Digital Narrative Texts*. Online.

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