

Course: Narrative Design

credits: 5

Course code GTVB22ELND
Name Narrative Design
Study year 2022-2023
ECTS credits 5
Language English
Coordinator S.A. Smith

Modes of delivery Tutorial
Assessments Narrative Design - Other assessment

Learning outcomes

This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes

- A1. The student analyses own and others' assumptions and evaluates the relevance of contexts when developing a solution to a complex but structured problem.
- A3. The student can construct concepts and relates these to relevant theory and the needs of the users.
- E3. The student discusses and justifies the added value of a chosen concept or solution in a complex context utilising appropriate means of communication.
- F2. The student can experiment with innovative concepts to address complex or complicated situations.
- G3. The student builds their own network, brings people in contact with each other and stimulates information exchange.

Content

In this elective you will explore the power of characters and story as tool to enhance game technologies. You will investigate the interplay between narrative design and game writing while experiencing the need for active collaboration with other fields to uphold narrative vision in projects. This is done by exploring how different narrative design features create space for content creation and how this works to establish narrative meaning for player action through storytelling.

The elective builds off the Hero's Journey story arc seen through the eyes of non-Western cultures, and helps students use character/story arcs that fit the profile of their target audience either in a gamification aspect or in a game itself.

You will practice maintaining narrative documentation and put this into practice in a wide range of narrative design forms, such as pitch writing, scripting, art briefing, dialogue, or voice acting.

Included in programme(s)
Creative Media & Game Technologies

School(s)
School of Communication, Media & IT