

Guidelines for Final Project

ATEC 4346 StoryTelling for New Media

For your final project for this class you have the choice of producing either a critical or a creative piece. Critical projects are 6-8 page scholarly papers which focus on one of the aspects we have discussed in class. Creative projects entail the production of a significant digital narrative (produced for this class) accompanied by process notes that help to contextualize the work in relation to the issues we have discussed in class. Both choices involve submitting several drafts of this project throughout the remaining semester (see timeline below). Additionally both projects require that you present your work to the class on the final days of the semester.

Critical Paper:

Think of this option as the traditional scholarly essay, of 6-8 pages (1800-2300 words). You want to focus on one or two issues which this class has addressed. The more narrow your focus the better your paper will be. You should produce formal academic prose. That is, your essay needs to be a well structured argument about that develops/extends/complicates and adds your own insight into the question(s). Here are some sample topics (keep in mind that these are just examples):

- Pick a digital game and show in what ways this particular game is/is not a narrative, and why that is important for understanding it as a cultural object. (Notice how this is not about how all games are/are not narratives, but rather is narrow and specific about one game.)
- Choose one of the “new” narratives we have discussed in class (*KateModern*, *Inanimate Alice*, etc.) and discuss how it is both “new” and “old.”
- Choose one concept we have discussed in class (librocentricism, digital distribution, interface, training readers, etc.) and show how it effects narrative in new media.

Creative Project:

The parameters for this are fairly broad, but basically you will need to develop a narrative work for new media. The idea here is to produce a work that engages with the concepts we have been discussing in class. This engagement need not be on the level of content, but rather can be strictly formal (or it can be both). You can write a piece of hypertext fiction, develop a series of flash games, write a multimediated narrative (in the style of *Inanimate Alice*), develop an ARG, create a serial narrative (*KateModern*), etc. In addition to producing this narrative you will need to do a short informal write-up of the process (700-900 words). This is not an “artist statement” per se, but rather an elaboration of what you were trying to accomplish with said project and how the concepts we discussed in class informed the decisions you made in the construction of your narrative.

Collaborative Literacy:

As one of the goals of this class has been to develop the idea of collaborative literacy, you should feel free to explore this as an option for your project. That is, if you are writing a paper you could choose to share it online via Google Docs or a wiki and to seek outside comments/input. The only requirement is that if you do this you need to include one additional paragraph that explains what you choose to do, and what sort of outside input you

received. And, if you are working on a creative project you can consider working in a group (2-3) people in order to produce something more elaborate.

Timeline:

Tuesday March 31st, Due in Class

Critical Paper: One page describing what your topic is and how you plan to approach it.

Creative Project: One page describing what your concept is and how you plan to develop it, and who is in your group if you are working together.

Thursday April 9th, Due in Class

Critical Paper: Initial rough draft. This should be roughly three pages of your idea.

Creative Project: Project Outline. Initial concept design with some examples (i.e. one video of a serial, a few web pages of hyperfiction) plus description of what has yet to be done.

Tuesday April 21st, Due in Class

Critical Paper: Polished rough draft, you will also need to be prepared to talk about your paper (i.e. explain what it is about and why) to the class.

Creative Project: Polished working version of your narrative, ready to show to class.

Friday May 1st, 10:00am (my office) - Final Project Due

Critical Paper: Final polished version complete with citations due.

Creative Project: Final version complete with 700-900 word process notes.