



## **Module Specification**

### **Historical and Emerging Concepts in Storytelling**

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## Part 1: Information

**Module title:** Historical and Emerging Concepts in Storytelling

**Module code:** UALAWH-30-M

**Level:** Level 7

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** None

**Field:** Lens and Moving Image

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Not applicable

**Features:** Not applicable

**Educational aims:** See learning outcomes.

**Outline syllabus:** This module provides a historical perspective of storytelling and how our perceptions of storytelling change in light of emerging technologies, immersive stories, and audience agency. Students will be introduced to traditional

and experimental forms of storytelling – from cave art to immersive theatre to film - with the goal of understanding and critically examining the key characteristics of the fundamentals of storytelling, and how we might expand the notion of what “story” is with new technologies. Furthermore, students will be introduced to and use qualitative research methods and emerging design methodologies to consider the role and impact of presence, simulation, agency, and immersion in regards to the role of new technologies used for immersive storytelling

Indicative content:

Historical media forms such as art, literature, theatre/immersive theatre, film, television, video games, interactive media and stereoscopy as well as virtual and augmented reality, and the affordances of each from a storytelling perspective

How old and new technologies have transformed both the telling of and reception of stories as a way of understanding how we push the boundaries of storytelling

How interactive media and user agency has changed the ways in which we conceptualize, tell, and confront stories and interactive experiences.

The emerging field of virtual, augmented, and mixed reality to critically think about the impact of new forms of story and interactive experiences that are increasingly immersive, engaging, and empathetic.

Perception, presence, simulation sickness, psychology and spatial awareness in relation to storytelling design.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** This module is delivered via lectures and seminars. Students generate a series of story ideas across a number of themes or styles and think about the affordances of agency, immersion, presence, and “experience” within each context. All projects will be play tested in the class, and

critical feedback will be given by an industry panel. These exercises will prepare students for up-coming VR Story Lab module.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Explain and critically evaluate historical contexts of storytelling

**MO2** Define a set research questions and methodologies to investigate the implications of emerging technologies and their impact on the art of storytelling

**MO3** Deconstruct and critically analyse the interplay of the affordances of the tradition of story and technology within historical modes

**MO4** Critically evaluate the impact on the nature of storytelling via the view of the active participant

**MO5** Explain how stories are designed

**MO6** Design a series of creative immersive story concepts by developing, defining, and utilizing a set of best practices

**MO7** Communicate clearly verbally, visually and in writing

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

## **Part 4: Assessment**

**Assessment strategy:** The principle of 'learning through making' is core to the learning strategies in the programme and the module engages students in creative practice by challenging them to design and prototype new forms of immersive story.

The assessment type has been chosen to enable such outcomes as well as to provide flexibility in selecting appropriate and specific outputs and enables the student to demonstrate achievement across all the learning outcomes of the module. Formative and summative assessments are designed to provide the opportunity for students to understand and reflect upon their achievements and to support the monitoring of progress by tutors and students.

Students will be assessed using the following broad criteria, details of which will be developed in the Module Handbook and mapped against the module learning outcomes:

Critical enquiry

Research and development

Audience engagement and storytelling

Practical outputs

Professional practice

Formative assessment

Students participate in the evaluation of presented work (their own and others') throughout the module. All students will be expected to contribute to the critical evaluation of fellow students' work. Feedback (verbal and/or in writing) at regular points throughout the module provides students with a clear understanding of their progress and advice about how this can be improved.

Summative Assessment: Portfolio (100%)

Detailed guidance for the assessment will be provided in the Module Handbook and assignment briefs. Examples of Portfolio contents are:

Projects: scripts, storyboards, and experience design documents for creative immersive story concepts for three emerging platforms – VR, AR, and MR

Essay: a critical analysis of the proposed projects in the context of historical and emerging concepts of storytelling itch: for an immersive storytelling experience

**Assessment tasks:**

**Portfolio (First Sit)**

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

**Portfolio (Resit)**

Description: Portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Virtual and Extended Realities [Arnolfini] MA 2023-24