Module Code: CS7027
Module Name: Contextual Media 1+2
ECTS Weighting: 10 ECTS
Semester taught: Semester 1 & 2
Module Coordinator/s: Mads Haahr, Vivienne O'Kelly, Anna Ní Uiginn, Cormac Stewart

Module Learning Outcomes:

On successful completion of this module, students will be able to:

LO1. Identify different approaches to interactive narrative in different types of interactive media and select a suitable approach for a given purpose
LO2. Identify fundamental branching structures and patterns and understand their respective characteristics
LO3. Understand the fundamentals of game-related storytelling techniques, such as emergent narrative and environmental storytelling
LO4. Understand how interactivity affects narrative design and communication
LO5. Analyse interactive narratives and assess trends over time
LO6. Create interactive narratives for a range of digital media
LO7. Analyse games as texts in a structured and methodical manner in terms of story, aesthetics, gameplay and technology
LO8. Understand games from a historical and cultural perspective
LO9. Understand how platform considerations (e.g., controllers, hardware and social context) affects genre and gameplay
LO10. Design games using user-centric game design methodology and produce industry-standard game design documents
LO11. Essay writing and discursive skills
LO12. Critical skills with regard to technology, culture and society
LO13. A broad overview of the state of the art in new media art, critical design and media theory
LO14. Identify assets that may be protected as intellectual property, and distinguish between intellectual property in its different forms.
LO15. Identify and address legal considerations arising from establishing an online presence.

Module Content:

Interactive Narratives

This course focuses on the concept of interactivity itself - how it is recognised and understood in both theory and in practice - and how this impacts on developing narrative structures for digital media. Students will be introduced to a variety of theories of interactivity, the challenges and potential in creating narratives with interactivity and the broad array of styles and contexts of interactive narrative.

Game Studies and Design

Games constitute perhaps the most interactive of interactive media forms. They also constitute a booming section of the entertainment industry and in addition have a range of serious applications, for example in learning and training. The
course gives the student a solid grounding in the theory of games as a medium and in the practice of game design.

**Cultural and Critical Theory**

This module will provide a cultural and critical context for interactive digital media practices. The relationship between culture, society and technology are explored, both at the level of theory and praxis. This module component is cross-disciplinary, using a range of theories from sociology, critical theory, anthropology, science and technology studies, software studies and media theory.

**Legal Issues for Digital Media**

Legal issues relating to establishing a presence online are explored together with how to identify and go about securing intangible assets (intellectual property) in digital media.

This course is designed to give students an overview of the legal considerations that arise when working in the online environment. While not designed to put students in a position that they could advise on the subjects discussed, the course should enable students to identify and address possible commercial opportunities and potential pitfalls before they actually arise. Students should be aware of the variety of commercial opportunities that may arise through the deliberate or incidental creation of assets that may be protected via one or more forms of intellectual property. Students should also be able to identify potential problems associated with the use of third party intellectual property, and should also be aware of the various legal requirements relating to retaining information and doing business in the online world.

**Teaching and Learning Methods**

e.g., lectures, laboratories, tutorials, online, field trips, practice-based, etc.

Please include a brief description.

**Assessment Details**

<table>
<thead>
<tr>
<th>Assessment Component</th>
<th>Brief Description</th>
<th>Learning Outcomes Addressed</th>
<th>% of total</th>
<th>Week set</th>
<th>Week due</th>
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<tbody>
<tr>
<td>100%</td>
<td>Coursework</td>
<td>e.g. LO1, LO2, LO3, LO4, LO5</td>
<td>100%</td>
<td>n/a</td>
<td>n/a</td>
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</table>

**Reassessment Details**

N/A

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2 TEP Guidelines on Workload and Assessment
Contact Hours and Indicative Student Workload

<table>
<thead>
<tr>
<th>Contact Hours (scheduled hours per student over full module), broken down by:</th>
<th>66 hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Semester 1: Interactive Narrative</td>
<td>11 hours</td>
</tr>
<tr>
<td>Semester 1: Game Studies and Game Design</td>
<td>22 hours</td>
</tr>
<tr>
<td>Semester 2: Cultural and Critical Theory</td>
<td>27 hours</td>
</tr>
<tr>
<td>Semester 2: Legal Issues for Digital Media</td>
<td>6 hours</td>
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Independent study (outside scheduled contact hours), broken down by:
- preparation for classes and review of material (including preparation for examination, if applicable): 36 hours
- completion of assessments (including examination, if applicable): 36 hours

Total Hours: 116 hours

Recommended Reading List

### Interactive Narratives
Laurel, Brenda (1991) *Computers as Theatre*

### Game Studies and Design
Joost Raessens and Jeffrey Goldstein (eds.) Handbook of Computer Game Studies. Cambridge, MA: The MIT Press, 2005
Mark J. P. Wolf and Bernard Perron (eds.). *The Video Game Theory Reader*. Routledge, 2003
Selected papers from *Game Studies* and *Games and Culture*
**Cultural and Critical Theory**


**Legal Issues for Digital Media**

*(to appear)*

**Module Pre-requisites**

Prerequisite modules: None

Other/alternative non-module prerequisites: N/A

**Module Co-requisites**

N/A

**Module Website**

https://scss.tcd.ie/postgraduate/interactive-digital-media/

**Last Update**

26/07/2019 by Mads Haahr