

Seminar 3.1 Narrative Aesthetics, Strategies and Design in Time-Based Media

This course will give an introduction and an overview into the aesthetics, strategies and design of narratives in time-based media. The idea of narrative is more than just storytelling; it invites us to think about the design of structures, processes and systems.

We will analyse good old narratives and create new ones.

Angebot für

Bisheriges Studienmodell > Hochschulweites Lehrangebot > Geöffnete Lehrveranstaltungen
Bisheriges Studienmodell > Design > Bachelor Design > Designtheorie > 3. Semester

Nummer und Typ	BDE-BDE-T-WP-3011.16H.001 / Moduldurchführung
Modul	Wahlpflichtmodul Theorie 3. Semester
Veranstalter	Departement Design
Leitung	Harald Krämer
Zeit	Mo 26. September 2016 bis Mo 19. Dezember 2016 / 13 - 15 Uhr
Anzahl Teilnehmende	8 - 16
ECTS	2 Credits
Voraussetzungen	Students who want to take part, but who are not studying at the Department Design please contact: Caroline.Oertle@zhdk.ch, Tel. 043 446 32 06 (Monday to Thursday). Please send: First Name, Name, semester and the main course of your studies (Hauptstudiengang). Thank you.
Lehrform	Online Seminar via Skype
Zielgruppen	Compulsory elective subject (Wahlpflichtfach) for students of the Department Design, 3. semester
Lernziele / Kompetenzen	1. Overview of the primary narrative and aesthetics elements of a broad range of time-based media and expanded cinema forms 2. Training the skills for critical analysis and assessment of narratives 3. Create and discuss two own time-based media work
Inhalte	Narrative is an important concept in the design and creation of new media. Far more than just story-telling, the idea of narrative invites us to think about structures, processes and systems essential to time-based organization and spatial arrangement. This course examines narrative strategies for different kinds of creative situations: from photo sequence to moving image aesthetics, montage theories for time-based media, from fiction and documentary film, animation to video experiments for ubiquitous screen contexts, game, hypertext, and immersive environments.
Bibliographie / Literatur	ABBOTT, H. Porter: The Cambridge Introduction to Narrative (2nd edition). Cambridge University Press, Cambridge, UK, 2011. BAL, Mieke: Narratology: Introduction to the Theory of Narrative (3rd edition). University of Toronto Press, Scholarly Publishing Division, Toronto, 2009. BRYAN, Alexander: The New Digital Storytelling. Creating Narratives with New Media, Santa Barbara, CA: Praeger, 2011. Zentralbibliothek: HV 3827 Freihand 02, 2. UG

KRAEMER, Harald: "Simplicity, slowness and good old stories as strategic and perspectives of design in hypermedia and media", in: ICHIM International Cultural Heritage Informatics Meeting, Toronto CDN, 25.10.2007.
www.archimuse.com/ichim07/abstracts/prg_335001550.html

McCLOUD, Scott: Understanding Comics: the Invisible Art. HarperCollins, New York, 1993.

MCINTOSH, Ben, Randi COHN and Lindsay GRACE, 2010: "Nonlinear Narrative in Games: Theory and Practice" (uploaded August 17, 2010:
http://www.gamecareerguide.com/features/882/nonlinear_narrative_in_games_.php?page=1

Leistungsnachweis /
Testatanforderung

80% attendance, Interest for Narratives. Eagerness in debating the texts. Continuous participation and assistance. Analysis and creation of two narratives. Presentation and summary/paper (15.000 character).

Termine

Every Monday from 26 September until 19 December 2016. No lecture on 3 October 2016.

Dauer

13:00 to 15:00

Bewertungsform

Noten von A - F