

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

Kategorie: Methodologie / Kulturtechniken

Keywords: Formen der Analyse und Gestaltung, Erzähltechniken, Visualisierung

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 > Design > Bachelor Design > Designtheorie > 3. Semester

Nummer und Typ	BDE-BDE-T-WP-3011.17H.001 / Moduldurchführung
Modul	Wahlpflichtmodul Theorie 3. Semester
Veranstalter	Departement Design
Leitung	Harald Krämer
Zeit	Mo 25. September 2017 bis Mo 11. Dezember 2017 / 13 - 15 Uhr
Anzahl Teilnehmende	8 - 16
ECTS	2 Credits
Voraussetzungen	For DDE Bachelor students of the 3rd Semester: None
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 25 September until 11 December 2017.
Dauer	13:00 to 15:00
Bewertungsform	Noten von A - F