

DIG Narrative Aesthetics, Strategies and Design in Time-Based Media

Kategorie: Methodologie / Kulturtechniken

Category: Methodology / Cultural techniques

Keywords: Formen der Analyse und Gestaltung, Erzähltechniken, Visualisierung

Keywords: Forms of analysis and design, narrative techniques, visualization

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 compare different forms of storytelling.

Angebot für

Bisheriges Studienmodell > Design > Bachelor Design > Designtheorie > 3. Semester

Nummer und Typ	BDE-BDE-T-WP-3011.01.21H.001 / Moduldurchführung
Modul	Wahlpflichtmodul Theorie 3. Semester
Veranstalter	Departement Design
Leitung	Dr. Harald Krämer
Zeit	Mo 27. September 2021 bis Mo 13. Dezember 2021 / 13 - 15 Uhr
Anzahl Teilnehmende	8 - 16
ECTS	2 Credits
Voraussetzungen	Knowledge of English language
Lehrform	Online Seminar via Zoom (Room reserved for students)
Zielgruppen	Compulsory elective subject (Wahlpflichtfach) for students of the Department Design, 3rd 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, assessment of narratives and storytelling. 3. Create, compare and discuss the analysis of time-based media works. 4. Learn to express yourself in english language and writing.
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 organisation 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 resp. one infographic. Presentation and short summary/paper (8.000 character incl. space).
Termine	Every Monday from 27 September until 13 December 2021
Bewertungsform	bestanden / nicht bestanden