

Course Title: **Game Narrative and Interactive Storytelling**

Course Code: **ENMS803**

Descriptor Start Date: **01/01/2025**

POINTS: **15.00**

LEVEL: **8**

PREREQUISITE/S:

COREQUISITE/S:

RESTRICTION/S:

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Develops a critical and practical understanding of the forms and conventions, techniques and strategies, and select writer's and designer's tools used in game narrative. Primary focus is on videogame and new media storytelling and narrative/design interactions, but not to the exclusion of other forms of interactive narrative.

LEARNING OUTCOMES

1. Identify and critique different forms of game and interactive narrative from multiple perspectives.
2. Outline and develop interactive stories that take advantage of their unique format.
3. Apply game, interface, and interaction design as is appropriate to a given project.

CONTENT

Introduction to key theories of game design, creation, and criticism, in the context of game history and concrete examples. Hands-on project-based learning with game writing tools, inclusive of considerations of game and interface design. Readings from a range of scholarly and applied sources providing multiple perspectives on creative and critical processes in interactive media.

LEARNING & TEACHING STRATEGIES

Teaching will include lectures, seminar discussions of reading material, and practical exercises.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

ASSESSMENT PLAN

Assessment Event	Learning Outcomes
Game Review/Critique	1
Short Interactive Narrative	2
Intermediate Interactive Narrative Design	2, 3

Grade Map

MAP1

A+ A A- Pass with Distinction
B+ B B- Pass with Merit
C+ C C- Pass
D Fail

Overall requirement/s to pass the course:

Overall requirement/s to pass the course: Competency (as demonstrated with a passing grade) must be reached with all learning outcomes.

LEARNING RESOURCES

-

For further information, contact: Te Ara Kete Aronui - Faculty of Culture & Society

Principal Programme: AK1048, Master of English and New Media Studies

Related Programme/s:

Disclaimer: Course descriptors may be amended between teaching periods/semesters