

Welcome to GAME 213 Interactive Storytelling!

This course provides an introduction to interactive storytelling, worldbuilding, and cross-media storytelling, as well as branding, advertising, and business considerations. You will analyze and create your own interactive narratives and visual novels using engines like Twine 2.0, Ren'Py, and RPG Maker. In addition, you will create your own cross-media stories and build new worlds (including portions of scripts, games, book chapters, or graphic novels).

Official Course Description from the Course Catalog:

This course provides an introduction to interactive storytelling, worldbuilding, and cross-media storytelling, as well as branding, advertising, and business considerations. Students will evaluate media “worlds” and celebrities such as The Marvel Universe, Beyoncé, Harry Potter, Star Wars, Lady Gaga, Game of Thrones, Hazbin Hotel, Lord of the Rings, Avatar, Disney, and LEGO. Students will analyze and create their own interactive narratives and visual novels using engines like Twine 2.0, Ren'Py, and RPG Maker. In addition, students will work collaboratively to create their cross-media stories and build new worlds (including portions of scripts, games, book chapters, or graphic novels). This class emphasizes an iterative design process and no technical or game knowledge is required. Offered as and when necessary.

Offered: As and when necessary.

Prerequisite(s): Sophomore standing or instructor's permission

How this class will work:

This course will be 8 weeks in length and will require approximately 15 hours of work per week of your time.

Each week (typically on Monday) I will give you a list of things to do that week by Saturday at midnight. The discussion forum posts, activities, and exercises are due by Saturday* at midnight (ET). You can find the discussion forums under "Discussions" on Brightspace, once the course opens.

The best thing to do the first week is to get acclimated and check out the syllabus and the types of assignments you will be doing. The syllabus will give you an outline of the course. This will be provided once the course opens.

Once the course is "live" you can also check out Week One under "Content" on Brightspace to see what you need to do (read, write, activity). Then, you will also find the syllabus under Content/Syllabus on Brightspace.

More about our class:

The most important thing to remember is that your engaged participation is vital to the learning process, as all of our communication and interactions will take place online. You will be responsible for checking into Brightspace regularly (at least every other day), checking your Marist email daily, engaging in class discussions in the forums, and completing any tasks or assignments.

This course will be very hands-on and will require you to work with a variety of interactive media (e.g., websites, games, videos) and some online programs.

There is no prior technical experience required. Otherwise, the most important thing to remember for this course is to be creative, take risks, and have fun!

If you have any questions or issues, I hope that you will email me at karen.schrier@marist.edu or through Brightspace (just make sure to check it off so it goes to my email). If you email me, please note it may take up to 48-72 hours for a response. Thank you for your patience!

Texts (in whole or part):

Collaborative Worldbuilding for Writers (by Trent Hergenrader)

https://www.amazon.com/Collaborative-Worldbuilding-Writers-Gamers-Hergenrader/dp/1350016667/ref=mt_paperback?_encoding=UTF8&me=

ISBN: 1350016667

Video Game Storytelling: What Every Developer Needs to Know about Narrative Techniques - (By Evan Skolnick)

<https://www.amazon.com/Video-Game-Storytelling-Developer-Techniques/dp/0385345828>

ISBN: 0385345828

30 Days of Worldbuilding Workbook (A Trevena)

& other books that you will be able to access through the ebrary (see the Marist Library website). All books and other readings are listed in the weekly assignment sheet in each week of the course on Brightspace.

<https://www.amazon.com/Days-Worldbuilding-Step-Step-Fictional/dp/1677313129>

ISBN: [1677313129](https://www.amazon.com/Days-Worldbuilding-Step-Step-Fictional/dp/1677313129)

OPTIONAL:

The Worldbuilding Workshop by Hergenrader and Slota

<https://www.amazon.com/gp/product/B0DYYX68GL?tag=randohouseinc7986-20>

Take care,

Dr. Kat / Dr. Schrier

More about me...

Dr. Karen (Kat) Schrier (Dr Kat) (she/her/they) is a Professor of Games & Interactive Media at Marist University and the Director of the Games and Emerging Media Program. Since 2011, she has been teaching full-time at Marist University, where she teaches courses in gaming, UI/UX, interactive media, storytelling, and design. Dr. Schrier has over 25 years of experience creating, producing and designing media, and has worked at places like Nickelodeon, BrainPOP, WHO, UNICEF, Learning Games Network, and Scholastic. She recently published a book, *We the Gamers*, published by Johns Hopkins University Press, and she is the editor of a series of books, *Learning, Education & Games* published by Carnegie Mellon/ETC Press. Dr. Schrier has degrees from Columbia University, MIT, and Amherst College.