

## **Welcome to Storytelling Across Media!**

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 and storytelling across media, as well as branding, advertising and business considerations. Media properties such as Harry Potter, Star Wars, Lady Gaga, American Idol, and The Matrix will be analyzed. Students will work individually and collaboratively to critique media properties, as well as design their own interactive stories. This class emphasizes an iterative design process, and no technical knowledge is required.

Offered: As and when necessary.

Prerequisite(s): Junior 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.

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. 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=](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 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

Take care,  
Dr. Kat / Dr. Schrier

### **More about me...**

Dr. Karen (Kat) Schrier (Dr Kat) (she/they) is a Professor of Games & Interactive Media at Marist University and the Director of the Games and Emerging Media Program. This is going to be her 15th year teaching full-time at Marist College, where she teaches courses in gaming, interactive media, and design. Dr. Schrier has over 20 years of experience creating, producing and designing media, and has worked at places like Nickelodeon, BrainPOP, WHO, 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 received her doctorate from Columbia University, her masters from MIT and her bachelors from Amherst College.

