



<b>COURSE SPECIFICATION</b>			
<b>NAME OF COURSE:</b> Directing and Storytelling		<b>COURSE CODE:</b>	
<b>STATUS:</b> Main	<b>LEVEL:</b> M	<b>UNIT VALUE:</b> 5 ECTS	<b>TERMS TAUGHT:</b> 2 <sup>nd</sup> Term
<b>Department offering course:</b> Centre for Foreign Languages	<b>Course Co-ordinator:</b> Andrej Ferko Zijad Mehic	<b>Date of course commencement:</b> September 2008	
<b>Degree Programmes in which to be offered:</b> Computer Graphics for the Media Industry			
<b>Pre-requisites:</b> Entry requirement	<b>Indicate whether a new course or name of course being replaced:</b> new	<b>Total Contact Hours:</b> 40 hours Lectures: 20 hours Labs: 20 hours	
<b>AIMS OF THE COURSE:</b>  This core module will enable students to write, design, storyboard and direct an animated feature. The module will comprise five main elements: drawing, narrative, technical feasibility assessment, storyboarding, presentation and directing. Each of the above elements will include consideration of aspects of current industrial structures and practices.			

**INTENDED LEARNING OUTCOMES**

1. Methodology of complete production of digital story
2. Theoretical knowledge of key concepts and techniques
3. Ability to analyze and discuss storyboard and script
4. Hands-on experience with practical creative process
5. Authoring

**LEARNING AND TEACHING STRATEGIES TO BE USED:**

1. Lectures
2. Lectures and In class discussion
3. In class discussions
4. Individual student project
5. Individual student project

**ASSESSMENT CRITERIA (SHOULD LINK EXPLICITLY TO INTENDED LEARNING OUTCOMES):**

1. Class participation (10%)
2. Midterm exam (20%)
- 3,4,5. Final project (70%)

**TRANSFERABLE SKILLS AND OTHER ATTRIBUTES**

1. Ability to intelligently discuss developments stages in a group.
2. Ability to prepare and pitch the story
3. Creative writing, storyboarding, and implementing digital story

**LEARNING AND TEACHING STRATEGIES USED:**

1. Lectures
2. Practical lab work, learning by doing
3. Teaching by example (from suitable student stories)

**ASSESSMENT CRITERIA (SHOULD LINK EXPLICITLY TO INTENDED LEARNING OUTCOMES):**

1. Pitching (10%)
2. Script and storyboard (20%)
3. Final project (70%)

## **COURSE OUTLINE/SYLLABUS:**

- **Drawing of a storyboard:** regular life drawing practice, using a variety of media, enabling students to assemble a small portfolio. This element includes the analytical study of line, colour and form.
- **Narrative:** composing a short screenplay for animation, including the analytical study of narrative structure and characterisation.
- **Technical Feasibility Assessment:** undertaking such assessments on any projects, this element includes consideration of A.I. for animation issues.
- **Storyboarding:** composing a short storyboard, this element includes the analytical study of compositional technique and screen grammar.
- **Presentation:** a group or individual presentation of a project idea and storyboard to a panel of tutors and peers. This includes study of presentation and 'pitching' techniques.
- **Directing:** coordinating all elements presented in the storyboard, making the filming plan, deciding on the number of cameras, lightning, actors, costumes, green key and the set elements.

## **KEY TEXTS AND/OR OTHER LEARNING MATERIALS:**

C. Crawford "The Art of Computer Game Design", McGraw Hill, 1983.

A. Glassner "Interactive Storytelling", AK Peters, 2004.