Module specification

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Module code	CMT534
Module title	Digital Story Telling
Level	5
Credit value	20
Faculty	FAST
Module Leader	Dr Jason Woolley
HECoS Code	100440
Cost Code	GACT

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BA (Hons) Media Production.	Core

Pre-requisites

None

Breakdown of module hours

Type of Module hours	Amount
Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	30 hrs
Placement / work based learning	0 hrs
Guided independent study	170hrs
Module duration (total hours)	200 hrs

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Initial approval date	08/09/21
With effect from date	20/09/21
Date and details of revision	
Version number	1

Module aims

The content of this module explores approaches to story telling through the use of modern digital media production and digital dissemination techniques. Students will learn the techniques and strategies practitioners use to tell digital stories, or present story telling narratives through the digital media production and the digital dissemination of sound, images and text. Digital Stories are created and told through the broad range of digital technologies and platforms available to content producers and users alike, and students will explore a variety of these technologies which include telling stories through sound recording, screen image, through the presentation of digital text or a combination of all of the latter. Students will learn how to create and tell digital stories through a digital technology or a combination of digital technologies of their choice including for instance a sound walk, a sonic postcard, a series of static images, a sequence of moving images and through the presentation of digital text.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Evaluate technical approaches to digital story telling and dissemination
2	Critically analyse strategies for digital story content creation
3	Utilise digital media technologies to create and disseminate digital story content

Assessment

Indicative Assessment Tasks:

1. Short task portfolio –The student will complete a number of short digital story telling tasks. For example a short sonic postcard, narrative based sound walk, image based work, digital text based work in a format that can be presented on a digital platform. (circa total 3 mins digital media story duration)

2. Project Portfolio – in negotiation with their lecturer, Students will select a digital story telling approach and produce a longer digital story telling project. This submission will include a short 500 word evaluative commentary of the project and an artefact length of circa 6 mins digital media story duration (dependent on complexity of the project)

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2	Portfolio	30
2	3	Portfolio	70

Derogations

None

Learning and Teaching Strategies

The Active Learning framework (ALF) embraces accessible, engaging and flexible approaches to learning, teaching and assessment in order that students are afforded the very best opportunities to engage actively with their learning.

- Flexible, innovative, relevant and accessible assessment and feedback practices that optimise student engagement and achievement within a healthy learning environment;
- An approach to research informed-teaching that champions active and engaged inquiry and curiosity through useful, active, applied research and scholarship.

Ref Glyndŵr Staff handbook 2021

The module will be delivered to engage with ALF. The ALF model will be used to deliver asynchronous and synchronous lectures and content. The module will be delivered using an appropriate range of teaching and learning strategies

The module will be presented as a series of lectures, workshops and seminars supported by Personal Tutorials. Asynchronous material will be available to further develop investigation of the thematic material.

Indicative Syllabus Outline

Sound recording and editing for digital dissemination

Digital story telling as an art and practice

Image capture and editing for digital dissemination

Digital Story Telling for a multi-media and multiplatform world

Text based digital story telling for online consumption

Digital Story Telling through UX and AI

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads
Bryan, A. (2011). *The new digital storytelling: creating narratives with new media*. Praeger.

Other indicative reading
Handler Miller, C. (2019) *Digital Storytelling: A creator's guide to interactive entertainment* (4th Edition). Routledge.

Gitner, S. (2015) *Multimedia Storytelling for Digital Communicators in a Multiplatform World.* Routledge.

Employability skills – the Glyndŵr Graduate

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

Core Attributes
Engaged
Enterprising

Creative
Ethical

Key Attitudes
Commitment
Curiosity
Confidence
Adaptability

Practical Skillsets
Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication