**Digital**

**Storytelling**

LO1: Demonstrate a practical understanding of the methods and techniques used in the conception and development of digital storytelling.

LO2: Demonstrate a critical awareness of alternative forms of interaction, their conventions, potential and suitability for use within digital storytelling.

LO3: Critically appraise issues, influences and trends in digital storytelling.

LO4: Demonstrate an ability to employ traditional storytelling techniques for design in digital platforms.

A full walkthrough of your story with embedded clips of any video or animation content and interactive elements produced All design documentation to include as appropriate:

 Design documents:

 Treatment

 Storyboards & Scripts

 Character Diamonds and Synopses

 Concept visualisations

 Location photographs

 Images of props or physical artefacts

 All other relevant design artefacts

 Design Rationale and critical analysis

**Abstract**

(a short summary/precis of the whole report)

**Content**

1. Introduction and design
2. Storyboards & Script Methods
3. Character Diamonds
4. Concept visualisations
5. Techniques description
6. Evaluation
7. References
8. Appendices

**1. Introduction** **and design**

Introduction (to the report, scenario and user group including terms of reference, aim, objectives and scope of the report)

**2.** **Storyboards & Script**

- The characters

- Story - brief elements

- Script elements

- Drawn storyboard

**3. Character Diamonds and Synopses**

- Cowboy character diamond

- Indian character Diamond

- Sheriff character Diamond

- Daughter character Diamond

**4.** **Concept visualisations**

- Way we want to represent the story

- Colour use across the story

- How colour supports the story

**5. Techniques description**

- Digital techniques used

- Appropriacy of use

- interaction and impact on user

**6. Evaluation**

- Listing of storytelling techniques used across the project

- What makes this story the way I want it to be.

-What impact it had on my understanding of story in design

**7.** **References**

**8.** **Appendices**