Faculty of Science and Technology
2018/2019

Assignment Brief	
Course/s: BSc (Hons) Games Design	**Unit Name:** Storytelling and Narrative Development
	Unit Level: Level 5
Assignment set by: Fred Charles	**QA:** Vedad Hulusic
Assignment Issued: TBA	**Recommended time to complete this assignment:** 30 hours

Date Due: Friday 11th Jan 2019	Unit Weighting: 60%	Assignment number: 2

SUBMISSION METHOD(S)

Assignment is to be electronically submitted by 12:30pm on the due date (please allow sufficient time to upload files before the deadline) via Large File Submission Link on Brightspace.

The Assessment Task: Interactive Narrative Experience

**Produce an interactive narrative experience of a classic fairy tale,
using an existing technological framework (either Twine or Inform).**

This assignment is based on the design of the interactive narrative you have chosen to create in your Assignment 1. The final interactive narrative experience you are generating is a text-based piece of interactive fiction designed to last a reader 10-30 minutes.

Detailed Specification

For this 2nd assignment, you will be producing the actual interactive narrative experience which must be based on your choices of adaptation of a classic fairy tale (Little Red Riding Hood, Hansel and Gretel or Snow White). You will be assessed on your ability to produce (i.e. "implement") an engaging and compelling interactive narrative experience based on your chosen design.

Along with the complete implementation of your interactive narrative as an interactive experience, using either Twine or Inform, you are required to:

1. Produce a **10min Video** demonstrating your interactive narrative experience.
   o **summary (1min)**: summarising the overall final version of the plot based on the chosen classic fairy tale.
   o **individual story contents (2min)**: presenting the individual components of the story such as characters, rooms, objects, etc as how they have been included within the story engine.
   o **story graph walkthrough (2min)**: presenting the overall final version of the story graph, detailing the narrative patterns you have used.
   o **3 examples of interactive elements (3min)**: detailing 3 specific characteristic (and different) interactive elements from your implemented story.
   o **additional features (2min)**: presenting any additional narrative features you have implemented which have not already been presented in the above sub-sections.

2. Discuss your results by taking part in **a viva voce discussion** lasting no more than 10min which will include questions based on set topics to which you will answer using illustrations from your own interactive narrative experience.

   You will be asked FOUR questions chosen from the SIX following topics:
   - Structures and Patterns
   - Character Design
   - Game Poetics
   - Interactions/Influences (Agency)
   - Complexity of Overall Narrative Experience
   - Technical Implementation

Marks Breakdown

Out of the 100 marks awarded for this 2nd Coursework assignment:
   - The 10min **video** is worth **80 marks**.
   - The viva voce **discussion** is worth **20 marks**.

The Deliverables:

You must submit the following items for assessment, all archived in **a 1GB maximum file (7z, zip) containing the following items**:

- **Interactive Narrative Experience** "implemented" in the chosen **software** (either Twine or Inform).
  - **All** relevant files to open and run the produced interactive narrative.
- **Video** Presentation (10min maximum)
  - Resolution: not more than 1280x720pixels.
  - Format: H.264 use an MP4 container.
  - Audio: AAC compression.

This is assignment is a DIGITAL SUBMISSION made via the assessment submission link on Brightspace.

Do not submit an uncompressed video file.

The Submission Deadline(s):
You must submit your work by the following deadline:
12:30pm on Friday 11th January 2019

The Marking Scheme:

Your assignment will be assessed using the following marking scheme criteria:

Marks Distribution:

Video Presentation:	80%
Content (overall duration - **10 min**)	
• summary (overall plot) – 1 min	10%
• individual story contents (characters; etc.) – 2 min	10%
• story graph walkthrough – 2 min	20%
• 3 examples of interactive elements – 3 min	20%
• additional features to be presented – 2 min	10%
Structure and Communication of Information	5%
Design and Technical Presentation Skills	5%
• visual/multimedia artefacts; audio	
• graphics/titles; format/codec etc…	

Questions & Answers Viva:	20%
Four questions will be chosen out of **Six** topics:	4 x 5%
Structures and Patterns; *Character Design*; *Game Poetics*; *Interactions/Influences (Agency)*; *Complexity of Overall Narrative Experience*; and *Technical Implementation.*	

The Learning Outcomes:

This assignment will assess the following ILOs

1. Demonstrate knowledge of intelligent narrative technologies, game narrative theory, and writing for interactive entertainment;
2. Design an interactive storytelling experience using structures and theories from established literature;
3. Produce an interactive storytelling experience using an existing technological framework;
4. Prepare a structured design document for an interactive narrative that includes narrative structure and technological choices.

Confirmation that this assignment assesses the relevant ILOs: **Yes**

ASSIGNMENT GUIDANCE NOTES – Academic Year 2018-2019

You must keep a copy of your assignment – the university will not take responsibility for lost assignments. Please make sure you back up your work carefully.

Submission Deadlines:

All Written assignments must be submitted before 12:30pm on the date due – unless otherwise stated on the assignment brief.

Electronic submission time will be 12:30pm on the due date following the above assignment detail, note this deadline is the **time for the upload of the assignment to be completed**, you are advised to begin submission AT LEAST 1 hour before.

For submission of physical assignments/artefacts/USB memory sticks etc, the assignment submission box for Creative Technology can be found on the first floor of Christchurch House, in the corridor near C114. Physical assignments must be submitted in the correct submission box before 12:30pm on the date stated on the assignment brief.

Late Submissions:

Please note that as per the **Standard Assessment Regulations** for any coursework that is submitted within 72 hours after the deadline, the maximum mark that can be awarded is 40%.

Please note that **the 72 hour Late Submission regulation only applies to the first submission of a given assignment** – and **does not apply to resubmissions**, unless they are being undertaken as a first attempt due to approved exceptional circumstances.

The 72 hour Late Submission regulation only applies to coursework submissions and does not apply to examinations.

If coursework is submitted **more than 72 hours after the deadline, a mark of zero (0%)** will be awarded.

Capped assignments will be considered by the Assessment Board and cannot be retrospectively uncapped by Academic Staff.

Exceptional Circumstances:

If you have any valid **exceptional circumstances** which mean that you cannot meet an assignment submission deadline and you wish to request an extension, you will need to complete and submit the **Exceptional Circumstances Form** for consideration to your Programme Support Officer (based in C114) together with appropriate supporting evidence (e.g, GP note) **before the coursework deadline**.

Further details on the procedure and the exceptional circumstances form can be found on **Brightspace** or via the link below:

https://www1.bournemouth.ac.uk/students/help-advice/looking-support/exceptional-circumstances

For further guidance on exceptional circumstances please see your Programme Leader or PSO.

Avoiding Plagiarism:

Plagiarism is the act of copying the work or ideas of others without proper acknowledgement of this work. Plagiarism also includes self-plagiarism or duplication: the inclusion in coursework, or a dissertation, or project, of any material which is identical or substantially similar to material which has already been submitted for any other individual assessment within the University or elsewhere.

Avoiding plagiarism is best achieved through the use of proper academic referencing and minimising direct quotations (i.e. re-write others' ideas in your own words, but still provide the reference of where these ideas came from). Further information can be found via the following links:

http://libguides.bournemouth.ac.uk/bu-referencing-harvard-style

https://www1.bournemouth.ac.uk/discover/library/using-library/how-guides/how-avoid-academic-offences

Further Information related to assessment can be found with the SciTech Faculty area of Brightspace, or via the following link:

https://brightspace.bournemouth.ac.uk/d2l/le/content/6633/viewContent/62565/View

Accessing Learning Support:
Student with Additional Learning needs are advised to contact the Learning Support team. Further details can be found via the following link:

www.bournemouth.ac.uk/als

STUDENT FEEDBACK TEMPLATE

Unit:	Storytelling and Narrative Development	Name :	
Level :	5	Mark:	
Assignment No:	2	Marker :	
Hand in date:	11/01/2019	Q A :	Vedad Hulusic
Dyslexia Marking Guidelines to be used :			

Lecturer Feedback

Video Presentation **/80%**

Content (overall duration - 10 min)
- summary (overall plot) **/10%**
- individual story contents (characters; etc.) **/10%**
- story graph walkthrough **/20%**
- 3 examples of interactive elements **/20%**
- additional features **/10%**

Structure and Communication of Information **/5%**

Design and Technical Presentation Skills **/5%**

Questions & Answers Viva: **/20%**

Four questions will be chosen out of Six topics (tick ⊠ the chosen topics):
- ☐ Structures and Patterns **/5%**
- ☐ Character Design **/5%**
- ☐ Game Poetics **/5%**
- ☐ Interactions/Influences (Agency) **/5%**
- ☐ Complexity of Overall Narrative Experience **/5%**
- ☐ Technical Implementation **/5%**

SUMMARY FEEDBACK COMMENT:

3 Feed Forward Suggestions:

(i)

(ii)

(iii)

Total Assignment Mark (out of 100)	**0**
Degree Classification:	**Fail/3rd/2:2:/2:1/1st**

SIGNED (Marker):   **Date:**