INTERACTIVE STORYTELLING

Explore non-linear narratives and visual storytelling for interactive media

ART XXXXX — **INTERACTIVE STORYTELLING**

This course will explore adaptive and nonlinear narratives in visual novels, interactive films, and dialogue systems. Students will develop interactive stories to focus on new techniques in narrative development in video games and film and will discuss the history of interactive media. Students will learn to integrate audience participation and decision-making into the media of their choice. The course will utilize flow-chart software in the creation of these narratives, and the game engine Unity to deploy them and utilize animation, film, and programming to develop collaborative projects. Unity is an industry-standard software in the development of video games and interactive media.

Prereqs: Art 39528 2D Animation Principles, OR Art 39570 3D vmaging 1 OR Art 39552 Programming for Artists OR Permission of Instructor.
course# section, M/W 2 - 4:50
Professor Phillip Birch