

SKILLS FRAMEWORK FOR INFOCOMM TECHNOLOGY TECHNICAL SKILLS & COMPETENCIES (TSC) REFERENCE DOCUMENT

TSC Category	Design and Architecture					
TSC Title	Narrative Design in Produ	ct Development				
TSC Description	Develop the flow of the co	ntent through designing narrative e	elements within product develop	pment and at the product launch	n stages to create an engaging	audience experience
TSC Proficiency Description	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Description		Research ideas to support the design of impactful narrative elements in line with product considerations and product launch plans	Construct specific narrative elements towards the development of the overall content narrative in line with product considerations and product launch plans	Design the blueprint for the content narrative and lead the development of the overall narrative in line with product considerations and product launch plans	Guide content narrative development and refine narrative based on product considerations and product launch plans	
Knowledge		Principles and theories of articulating products through narrative designs Research methods and techniques Elements of narrative design in different types of products	 Principles and theories of articulating products through narrative designs Principles and theories of interaction designs Development of storyboards in relation to products Relevant theories relating to the wider cultural impact of stories and how culture and accessibility can be incorporated in product development Linear and non-linear narrative styles Impact of non-linearity and interactivity on narrative structures, styles, and customer experience 	 Principles and theories of articulating products through narrative designs Principles and theories of interaction designs Impact of narrative elements on products Techniques for engaging customers through narratives Implications on resources and time in using different types of interactive narrative structures Broad technical constraints applicable to combining narratives with interactivity in products 	 Creative vision of the content Resource constraints in terms of budgets and timelines Implications on resources and time in using different types of interactive narrative structures Relevant content regulations, social norms, and legislations 	



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Range of Application N/A
