



<b>Course Code</b> MULT-365	<b>Course Title</b> Interactive Narrative	<b>ECTS Credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Fall	<b>Prerequisites</b> MULT-360
<b>Type of Course</b> Major Requirement	<b>Field</b> Applied Multimedia	<b>Language of Instruction</b> English
<b>Level of Course</b> 1 <sup>st</sup> Cycle	<b>Year of Study</b> 3 <sup>rd</sup>	<b>Lecturer(s)</b> Maria Christoforou
<b>Mode of Delivery</b> face-to-face	<b>Work Placement</b> N/A	<b>Co-requisites</b> None

### Objectives of the Course:

The main objectives of the course are to:

- Survey current developments and directions in multimedia. Explore the multimedia world and focus on interactive narratives such as interactive films, games, theatre, environments etc.
- Introduce new ways of thinking regarding interactivity and storytelling
- Apply user testing and project evaluation.
- Investigate new ideas on the creation of interactive narratives.
- Investigate interactivity potentials. "Interactivity should not be about forcing the player to make choices, it should be about giving the player control of his choices" (Dave Morris, 2000)

### Learning Outcomes:

After completion of the course students are expected to be able to:

1. Design and create interactive narratives.
2. Analyze how existing interactive movies are built and identify their interactive content and appreciate how they were made.
3. Show an appreciation of new ways of thinking regarding interactivity and storytelling.
4. Demonstrate an ability to research multimedia trends and contemporary developments and show verbal and written skills in reporting these.

### Course Contents:

1. Introduction to Interactive Narratives (Interactive Computer Games-Interactive Environment Games)
2. Linear Narrative versus Interactive Narratives
3. "Control" of choices and Interactivity.
4. Analysis and research of new ways of interaction, the user becomes 'Creator' or Auteur.
5. Interactive Theatre performances and films.
6. Potentials of new ways of interaction in interactive Narratives/Theatre and Films.
7. Transformation of linear narrative into an interactive Narrative. Apply user Testing

### Learning Activities and Teaching Methods:

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments

### Assessment Methods:

Participation, Assignment, Mid-Term( written), Projects (practical)

**Required Textbooks/Reading:**

MULT-365 selected lecturer's notes
------------------------------------

**Recommended Textbooks/Reading:**

<b>Authors</b>	<b>Title</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
Nitzan Ben Shaul	Hyper-Narrative Interactive Cinema	Amsterdam-New York	2008	9789042024618
Jeff Howard	Design, Theory and History in Games and Narratives	A.K Peters Wellesley	2008	978156881 347 9
Andrew Rolling and Ernest Adams	Andrew Rolling and Ernest Adams on Game Design	New Riders	2003	159270019
Andrew S. Glassner	Interactive Storytelling	A.K. Peters Ltd	2004	1568812213
Andrew Rolling & Dave Morris	Game Architecture and Design	New Riders	2004	0 7357 1363 4
Barry Atkins	More than a Game	Manchester University Press	2001	0719063655
Janet H. Murray, Hamlet on the Holodeck	The Future of Narrative in Cyberspace	The MIT Press	1998	0262631873
Marc Mencher	Get in the Game	New Riders	2004	0-7357-1307-3