Storytelling with Non–Linear Video

Throughout history, as new storytelling mediums have emerged, content has adapted to fit the developing form. From oral narratives to theater, cinema, and television, storytelling will always evolve to fit the possibilities enabled by the platform. Yet, despite being interactive by nature, digital storytelling has not fully adapted to the medium. So – how is non–linear video shaping the future of digital storytelling?

This 6–week workshop will combine filmmaking and classic storytelling with gaming mechanics and interface design. The class will introduce the depths of non–linear video and allow students to create their own interactive experience. The focus is on what makes a good story in an interactive narrative environment. Students will have access to the Interlude platform – the industry leader in interactive video (behind videos such as Bob Dylan’s “Like a Rolling Stone”). In addition, they will be given "backdoor" access to further customize the software for their own projects.

During the course of the semester, they will works in teams of 2–3 students to produce a short interactive video experience. Weekly lessons will mimic their project creation process – providing tools and knowledge for creative ideation, scriptwriting, film production, and product integration. Students will acquire basic Javascript and CSS skills in the class.

Requirements:

– Attendance at all class meetings
– Participation in class
– Handing in weekly deliverables (in groups of 2–3 students) in the process of creating a non–linear video experience.
Syllabus

› Week 01
  Class: 1. Introduction to non–linear digital storytelling
         2. Ideation brainstorming session

› Week 02
  Class: Story structures, games and narrative approaches to non–linear filmmaking
  Assignment: Submit concept and outline for non–linear film (groups of 2–3)

› Week 03
  Class: Interaction design – Techniques, approaches and examples
  Assignment: Submit WIP/storyboards/shooting scripts for non–linear film

› Week 04
  Class: Hands on – How to create your own interfaces – CSS and Javascript workshop
  Assignment: Submit wireframes and sketches for interface

› Week 05
  Class: How does game design fit in to all this?
  Assignment: Submit rough version of project

› Week 06
  Class: Where is the non–linear storytelling headed?
  Assignment: Final project presentation