1. **Title of the module**

MSTU6004 Digital Storytelling

1. **School or partner institution which will be responsible for management of the module**

School of Arts

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 6

1. **The number of credits and the ECTS value which the module represents**

30 credits

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn or Spring

1. **Prerequisite and co-requisite modules**

N/A

1. **The programmes of study to which the module contributes**

BA Media Studies and associated programmes

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**

8.1 Demonstrate systematic knowledge and critical understanding of the skills and techniques required to record and edit online content using both cameras and mobile devices;

8.2 Demonstrate sophisticated understanding of the priorities and practices of video journalism, film ethnography and digital storytelling;

8.3 Conceive and systematically plan a piece of online content using a mobile device;

8.4 Demonstrate the aesthetic, conceptual and technical skills necessary to articulate their creative ideas audio-visually and with complexity;

1. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**

9.1 Present work to an audience for comment and critique and act on feedback;

9.2 Work in flexible, creative and independent ways, showing self-discipline and time management skills;

9.3 Critically reflect upon their own work as well as the work of others;

9.4 Communicate effectively and appropriately to a variety of audiences and/or using a variety of methods

1. **A synopsis of the curriculum**

The proliferation of mobile devices and the rise of participatory culture have had a transformative effect on how moving images are generated and experienced. The ease with which we can now create and share images, audio and video has impacted how stories are told and films are made. This module explores some of the many new forms of content creation and narrative practices that have appeared as a result of this technological and cultural change, and encourages students to engage with these forms critically and creatively. Students will examine digital storytelling as an emergent form of participatory media by exploring new media narrative methods such as vlogs, citizen journalism, social media based storytelling and video essays. Students will create short works in a number of these forms.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Alexander, B. (2017), *The New Digital Storytelling: Creating Narratives with New Media*. Santa Barbara: Praeger.

Goggin, G., & Hjorth, L. eds. (2014), *The Routledge Companion to Mobile Media.* New York: Routledge.

Dunford, M., & Jenkins, T., (2017), *Digital Storytelling: Form and Content.* London: Palgrave Macmillan

# Lambert, J. (2013), *Digital Storytelling: Capturing Lives, Creating Community (Digital Imaging and Computer Vision)*. New York: Routledge.

Lovnik, G. & Somers Miles, R., (2011), *Video Vortex Reader II: Moving Images Beyond YouTube.* Institute of Network Cultures

Snickars, P. & Vondreay, P. (2009), *The YouTube Reader.* National Library of Sweden.

Vernalis, C., Herzog, A., & Richardson, J. (2013) *The Oxford Handbook of Sound and Image in Digital Media.* New York:Oxford University Press.

1. **Learning and teaching methods**

Contact hours: 36

Private Study Hours: 264

Total Study Hours: 300

1. **Assessment methods**
	1. Main assessment methods

 Creative Portfolio: 70%

Critical Reflections. 30%

13.2 Reassessment methods

Like for like

1. ***Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)***

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *9.1* | *9.2* | *9.3* | *9.4* |  |  |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |
| **Private Study** | **x** | **x** | **x** | **x** | **x** | **x** | **x** | **x** |  |  |
| *Workshop* | **x** | **x** | **x** | **x** | **x** | **x** | **x** | **x** |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |
| *Creative Portfolio*  | **x** | **x** | **x** | **x** | **x** | **x** | **x** | **x** |  |  |
| *Critical reflections* | **x** |  |  |  | **x** | **x** | **x** |  |  |  |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

The module will draw on a wide range of present international practices and approaches relating to digital storytelling and visual narratives created with new media in its subject content, teaching, and assessment.

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**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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