

New Media Storytelling

Level 3

(PHO 2044)

Description

Introduces the student to new media with an emphasis in storytelling. This course will give students hands on experience in the storytelling aspect of this 21st century medium. Students will create projects that utilize multi image photographic skills, audio gathering, video capture, editing video, animation, and text. Students interested in this course should have prior experience with a wide variety of input devices and software. The approach for this course is diverse in order to include editorial and commercial uses of new media for the web. Students will create still photographs and video to communicate ideas in a rich media environment using appropriate software.

STANDARD COMPETENCIES:

1. Develop content for new media applications using still images, audio and motion.
2. Apply hands-on techniques to solve new media design problems.
3. Evaluate real world new media examples.
4. Develop skills that include the preliminary design process.
5. Develop a new media project from initial concept to comprehensive design to finished output.
6. Create client-centered projects within a specified time frame.
7. Compare and contrast linear and non-linear media.
8. Create storyboard for interactive sequences.
9. Develop skills for moving image capture.

TOPICAL OUTLINE:

1. Telling stories through motion, stills, text and audio
 - a. Still image driven stories
 - b. Video stories
 - c. Audio driven
 - d. Text in motion driven stories
2. Timeline, story boarding, planning
3. Multi image story telling, adding motion to the aesthetic.

- a. Segues
- b. Video Capture
- 4. Time lapse photography
- 5. The video portrait interview
- 6. New media design
- 7. Non linear editing
- 8. Audio
 - a. Natural Sounds
 - b. Background music
 - c. Narration
 - d. Interview
 - e. Audio editing
- 9. Multimedia Production
- 10. Posting your work
- 11. Overview of the world of independent film makers and short films