

IT 293 – Digital Storytelling

UNM Valencia, Digital Media Arts
Spring 2013
Tuesday, 9am – 10:15am
Hybrid Course

updated 1-2013

Professor: Alexa Wheeler
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Campus Office Hours: Monday & Wednesday 9:30am – 10:30am
And by appointment

Virtual Office Hours: by email, text, IM, and by appointment for live chat
**see "How to Contact the Instructor" below

Office: Business & Technology Building Rm. 110A

Course Description

Digital Storytelling is a term describing how people can use digital tools to tell their story in a compelling and engaging fashion and can often involve interactivity. This term also refers to a variety of new emergent forms of creating digital narratives, such as web-based stories, interactive stories, hypertexts, fan art/fiction, narrative computer games, and other forms of online publishing. This course is designed to provide students with a fundamental working knowledge of the various genres of multi-media production by experimenting with various digital platforms for storytelling. Students will be placing themselves within a larger narrative of networked conversations on the Internet at large while designing and building an online identity, using various open-source media tools and technologies, that narrates their process and stories that arise throughout the semester. Lectures, demonstrations, and discussions both in class and online will provide the foundation to critically investigate the digital landscape that is gradually defining the way we communicate with each other. Assigned projects, readings, presentations, and other group activities will assist in grasping a critical view of our online universe, better preparing the student for further study in higher education and beyond.

Objectives

- To develop skills in using technology as a tool for networking, sharing, narrating, and creative self-expression
- To frame a digital identity wherein you become both a practitioner in and interrogator of various new modes of networking
- To critically examine the digital landscape of communication technologies as emergent narrative forms and genres
- Understand the principles of storytelling (rhythm, pacing, brevity) and the components involved in telling a digital story (audio, script, voice-over, photo editing, video, open-source tools)
- Enhance your ability to discuss and defend your work choices in relation to concepts, ideas, techniques, processes, and experiences.
- Understand the limitations and opportunities offered by these various media tools and apply security principles to navigating them.
- Gain an excellent working knowledge of the Mac computer and it's operating system

Student Responsibilities/Attendance/Participation

Student Responsibilities:

- Students must have basic computer and file management skills for all DMA courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 2 GB) to every class. Make sure it is clearly labeled with your name on it. Always keep a back up of ALL class work.
- Have a UNM email to access WebCT:
 - o Students will access supplemental information, class agenda/syllabus, and their grades through WebCT at <https://vista.unm.edu>. Just enter your NetID and your password. You must set-up a UNM email account (<https://netid.unm.edu>) if you do not already have one.
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Students can choose to subscribe to the Lynda.com video tutorial service if they wish.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.
- **COMPUTERS WILL BE OFF DURING ALL CRITIQUES!!!**

Attendance/Participation:

- Students are required to complete all projects/assignments on time, participate in scheduled critiques/class/discussions, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. In hybrid courses, online and face-to-face participation is weighed equally, and missing the week's online assignments results in one absence. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for three consecutive class periods and have made no attempt to text/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.
- Students will need to work a few hours each week in addition to the scheduled class times. Open lab hours will be announced

Grading Policy

Grading:

- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in both community studio settings and online virtual environments.
- Personal commitment involves regular attendance, consistent effort, the timely completion of work, participation in critiques/class/online discussions, and the general willingness to try. Make each project meaningful to yourself!
- All due dates will be announced on WebCT, on twitter, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will have until the end of the semester to complete the work and a fair grade, minus an automatic one-letter grade deduction, will be issued once the work has been submitted.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, and incomplete may be issued.

Grading Breakdown

Semester Requirements:

Projects (4)	60 points	15 points each
Final Project	30 points	
Individual Meetings	10 points	for attendance

Extra Credit:

Extra Credit	10 points maximum for the semester.
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Points will be added up and a letter grade will be issued according to the following scale:

A+	101+
A	94-100
A-	90-93
B+	88-89
B	84-87
B-	80-83
C+	78-79
C	74-77
C-	70-73
D+	68-69
D	64-67
D-	60-63
F	50-59

Support Information, Resources, & Tutorials

Open Studio Time – Digital Media Arts Open Lab:

- Located in Room 123A in the Business & Technology Building (directly in front of the current B&T open computer lab Room 123). You will need to enter the lab through the current B&T computer lab and sign-in to use the computers.
- Monday through Thursday 8:00am to 8pm
- Friday 8:00 am to 4:00 pm. Some closures on certain dates – see WebCT

Support for WebCT: WebCT help: <http://webctinfo.unm.edu/student/>.

DMA / UNM Valencia Tutoring Services:

- We are proud to have our very own DMA tutor available for Digital Media Arts specific courses! You can walk-in or if you prefer to make an appointment during these times, please call the Learning Center at 925-8900.
- Custom tutoring services are available through The Learning Center <http://www.unm.edu/~tutor/>. Even online tutoring is available!

Instructor Support:

- Please see "How to Contact the Instructor" for methods of contacting the instructor for help.

Community Support:

- We will have a HELP FORUM discussion board in the WebCT course. Use this as a place to post questions to the community. It is important for peer learning and peer communication to enhance our community.

How to Contact the Instructor

Weekly Office Hours:

- Office Hours are held weekly on-campus and virtually.
- On campus, the office hours are:
 - o Monday & Wednesday 9:30am – 10:30am in B&T Rm. 110A, or check other DMA classrooms
 - o Also, by appointment
- Virtually, reach me any other time through email, text, IM (see below).

Email:

- I prefer all email to be from the internal WebCT class email. How to email through WebCT is clearly explained in the "Getting Started" Learning Module. I will check this WebCT email regularly and will respond to all emails within 48 hours, and usually sooner.
- Although less preferred, you can email me at alexa08@unm.edu. In the Subject Line of the email, ALWAYS write your full name and class number. For example – "Laurie Anderson IT 293"

Instant Messaging:

If I am available to talk, I will set my status to online. You will first need to set up an account with the

following services, then you can use these IM services:

Google Talk - "alexatoast"

Set up a Gmail account: gmail.google.com

Email me with your gmail address: alexatoast@gmail.com

I will add you & you add me to your buddy list

GOOGLE TALK HELP: <http://www.google.com/support/talk/?hl=en>

Yahoo Messenger – "alexatoast"

Download Yahoo Messenger:

Mac: <http://messenger.yahoo.com/download/>

PC: <http://messenger.yahoo.com/download/win/>

Once successfully downloaded, open the program. Add me to your contacts by clicking on the "+" at the bottom left of the screen. My Messenger ID is – alexatoast@yahoo.com

AIM (AOL instant messaging) – "alexawheeler"

Skype – "alexatoast"

Download a Skype account:

Mac: <http://www.skype.com/download/skype/macosex/>

PC: <http://www.skype.com/download/skype/windows/>

Once successfully downloaded, open the program. You can "call" me by typing – alexatoast – in the search bar.

SKYPE HELP: <http://www.skype.com/help/guides/>

WebCT Chat:

If I am online in the WebCT system, invite me to chat!

Text:

You can also reach me **BY TEXT ONLY** at: 505-515-1055. I WILL NOT answer phone calls and ask that you please NEVER LEAVE A MESSAGE!!! Any messages left by students will be deleted and will not constitute an attempt at communication. In the event of an absence, you will be counted unexcused if you only left a message and made no other written attempt at communication. All communication between instructor and student outside of class time MUST be in written format for this class. If you must reach me or have an emergency, USE: email, IM, text, or my office phone (if needing to leave a message – as a last resort) at 925-8702.

Course Schedule

Spring 2013:

Semester begins January 14

Semester ends May 4

HOLIDAYS:

Spring Break: March 10 – 17, Week 9

Dates	Schedule	Projects
<u>Week 1</u>	<ul style="list-style-type: none"> • Introductions • Review Syllabus • Review WebCT • Lecture – Boot Camp • Equipment Overview • Supplies Overview 	
<u>Week 2</u>	<ul style="list-style-type: none"> • Boot Camp • Intro to Blogging and cyberinfrastructure 	
<u>Week 3</u>	<ul style="list-style-type: none"> • Web 2.0/3.0 and Storytelling 	
<u>Week 4</u>	<ul style="list-style-type: none"> • Audio Intro 	<i>Project 1* due</i>
<u>Week 5</u>	<ul style="list-style-type: none"> • Design & the Visual 	
<u>Week 6</u>	<ul style="list-style-type: none"> • Design 	
<u>Week 7</u>	<ul style="list-style-type: none"> • Advanced Audio 	<i>Project 2* due</i>
<u>Week 8</u>	<ul style="list-style-type: none"> • Advanced Audio & Radio Show 	
<u>Week 9</u>	SPRING BREAK	
<u>Week 10</u>	<ul style="list-style-type: none"> • Reading Movies 	<i>Project 3* due</i>
<u>Week 11</u>	<ul style="list-style-type: none"> • Telling Stories with Video 	
<u>Week 12</u>	<ul style="list-style-type: none"> • Movie Time 	
<u>Week 13</u>	<ul style="list-style-type: none"> • The Remix 	<i>Project 4* due</i>
<u>Week 14</u>	<ul style="list-style-type: none"> • Individual Meetings • Final Project work time 	
<u>Week 15</u>	<ul style="list-style-type: none"> • Work time 	
<u>Week 16</u>	<ul style="list-style-type: none"> • Final Project critique 	<i>Final Project* due</i>

*All Projects will be discussed in detail on WebCT