

ICOM 630
STORY DESIGN AND DEVELOPMENT
Spring 2005 Course Information

Professor: John C. Dailey, Ph.D.
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Office Hours: TWR 3:30 - 5:30, and by appointment

Home Phone: 765.286.5776, please leave a message between 9am - 9pm

Classroom/Class time:
BC 200, M, 6:30 – 9:10 pm

Class Blog Site: <http://jdailey.iweb.bsu.edu/weblog/630/>

Required Texts:

Wardrip-Fruin, N. & Harrigan, P. (2004). First Person : New Media as Story, Performance, and Game. The MIT Press. ISBN: 0262232324

Mennenoh, D. (2004). Director MX 2004: Training from the Source. Macromedia Press. ISBN: 0321223659

Academic Dishonesty:

Academic dishonesty includes but is not necessarily limited to the following:

- A. Cheating or knowingly assisting another student in committing an act of cheating or other academic dishonesty.
- B. Plagiarism which includes but is not necessarily limited to, submitting examinations, or other material as one's own work when such work has been substantially copied from another or prepared as the product of a group experience.

Any student who commits an act of academic dishonesty will be dismissed from the course with a failing grade.

Class Attendance:

Absences are highly discouraged in this class. If you are absent because of a very serious illness or major family emergency on the day when an assignment is due, you must notify the instructor as soon as possible.

Disability Accommodation:

If you need course adaptations or accommodations because of a disability, if you have emergency medical information to share with me, or if you need special arrangements in case the building must be evacuated, please make an appointment with me as soon as possible.

STORY DESIGN AND DEVELOPMENT: OVERVIEW

... Examines various approaches to the story creation process. Emphasizes the practice of storywriting for various genres. Students will participate in a community service project that involves the creation of digitally-based stories.

QUALITATIVE EVALUATION CRITERIA

Note: Your final grade in this course is determined by overall performance, **not** through the simple result of adding points together.

Discussion:	Percent	Creation:	
Class Blog	20.0	Story – Roughs (3x) (due February 21 st)	10.0
In-Class	10.0	Story – Finals / Presentations (due March 21 st)	20.0
		Group Projects (due April 25 th)	40.0

TOTAL 100%

A = 90-100% D = 60-69%
 B = 80-89% F = Below 60%
 C = 70-79%

COURSE SCHEDULE (may be revised to meet the needs of the class...)

Date	First Person Book	Director MX	Activities
Week 1		Outside of Class	
January 10	Introduction	Lesson 1	Introduction to Projects / Groups Blog Sign-ups
Week 2		Lessons 2-3	
January 17	NO CLASS Cyberdrama		Sprites, Buttons, Casts and Cursors
Week 3		Lessons 4-5	
January 24	Ludology		Mini-Tutorial – Video, Introducing Lingo
Week 4		Lessons 6-7	
January 31	Critical Simulation		Mini-Tutorial – Using Flash, Databases
Week 5		Lessons 8-9	
February 07	Game Theories		Mini-Tutorial – Graphing, MIAWs
Week 6		Lessons 10-11	
February 14	Hypertexts		Mini-Tutorial – Distribution, Games
Week 7		Lessons 12-13	
February 21	The Pixel /The Line		ROUGH STORIES DUE
Week 8		Lessons 14-15	
February 28	Beyond Chat		Mini-Tutorial – The Keyboard, Collisions Mini-Tutorial – Publishing, Director 3D
Week 9			
March 6 - 12	Spring Break		
Week 10		Lessons 16-17	
March 14	New Readings		Mini-Tutorial – Game Control, Finishing
Week 11			
March 21			FINAL STORIES DUE / Presentations
Week 12			
March 28			PROJECT DESIGN
Week 13			
April 04			PROJECT CONSTRUCTION
Week 14			
April 11			PROJECT CONSTRUCTION
Week 15			
April 18			PROJECT CONSTRUCTION
Week 16			
April 25			FINAL PROJECT DUE
Finals Week	MON. 5/2 @ 7:00		FINAL PROJECT SHOWCASE