

ICOM 630
STORY DESIGN AND DEVELOPMENT
Spring 2006 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 209, R, 5:30 – 8:20 pm

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

Required Text:

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

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 story writing 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	10.0
In-Class	10.0	Story – Finals / Presentations	20.0
		Group Projects	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	Activities
Week 1		
January 12	Introduction	Blog Sign-ups
Week 2		
January 19	Cyberdrama	Introduction to Projects / Groups
Week 3		
January 26	Ludology	
Week 4		
February 02	Critical Simulation	
Week 5		
February 09	Game Theories	
Week 6		
February 16	Hypertexts	Story – Roughs
Week 7		
February 23	The Pixel /The Line	
Week 8		
March 02	Beyond Chat	
Week 9		
March 5 - 12	Spring Break	
Week 10		
March 16	New Readings	Story – Finals / Presentations
Week 11		
March 23		Project Construction
Week 12		
March 30		Project Construction
Week 13		
April 06		Project Construction
Week 14		
April 13		Project Construction
Week 15		
April 20		Project Construction
Week 16		
April 27		Dr. Dailey is OUT-OF-TOWN
Finals Week	MON. 5/4 @ 6:30	FINAL PROJECT SHOWCASE