

FDMA 2286 - ACTIVATING DIGITAL SPACES

UNM-Valencia, Art Studio and Film & Digital Arts, Spring 2026A
Online Course

Professor: Jonathan Sims | Jsims01@unm.edu

Class time & location: ONLINE

Office Hours: WED 11pm - 2pm on-campus*

*and by appointment

*see "How to Contact the Instructor" below for more info

Office: B&T Building Rm. 111

Zoom Office Hours Link: Inquire for link

Cell [for text only, please]: 505.681.4009

Land Acknowledgment: UNM-Valencia is located on the traditional and ancestral Pueblo people and is unceded. This region holds great historical, spiritual, and personal significance for its original stewards, the Native nations and peoples of this area. I acknowledge their connection to this land, and give thanks for the opportunity to live, work, and learn on their traditional homeland.

A note: Since 2020, the U.S. has experienced both the emergence of a global pandemic and the painful consequences of long-endured violence against the BIPOC community. These events have caused, and continue to cause, fear, stress, and pain for many members of our community, and will continue to impact each of us in various ways for times to come. Under these circumstances, it is completely normal to feel overwhelmed or anxious, and to have difficulty concentrating. I have designed this course with these challenges in mind, and am committed to continuing to work with all of you to create a positive and supportive learning environment. If your health, well-being, or school work are being impacted, I offer support services and resources in this syllabus and will meet with you anytime to discuss it as well. If your needs are not being met in any way, contact me and I will help you find services that will meet your needs as best I can.

Credit-hours: This is a three credit-hour course delivered in-person for 16 weeks. Class meets for five hours of direct instruction per week for the semester. Please plan for a minimum of 4 hours of out-of-class work (or homework, study, open lab, projects, and class preparation) each week.

Course Description

This class introduces students to the techniques of dramatic narrative and to how those techniques can inform a visual grammar in which form follows function.

This course focuses on the interplay between storytelling, design, and technology to activate digital spaces. Students will learn how to craft meaningful narratives that align with the unique attributes of digital platforms.

Topics include narrative structures, visual grammar, user engagement, and emerging technologies.

Objectives

By the end of this course, students will:

1. Understand the principles of narrative and visual grammar in digital storytelling.
2. Analyze and design interactive elements that enhance audience engagement.
3. Adapt traditional storytelling techniques to digital platforms.
4. Utilize tools and software to create multimedia narratives.
5. Explore and critique the role of emerging technologies in storytelling.
6. Students can demonstrate detailed knowledge of dramatic narrative form for film, television, and other digital media.
7. Students can write a monologue between two characters.
8. Students can storyboard a short story for the screen.

Course Structure:

This is a 16-week online course. Weekly lessons include lectures, examples, interactive exercises, and home-based assignments. Students are expected to participate in online discussions, complete weekly tasks, and submit a final digital storytelling project.

Student Responsibilities & Course Policies

- **Health and Awareness:** UNM-Valencia is a mask friendly community if you are not feeling well. If you are experiencing any illness symptoms, please do not come to campus. Even without a positive test for any illness (covid, flu, etc...), if you feel sick, please stay home, rest and **take care of yourself first**. If you do need to stay home, please communicate with me (see "How to Contact the Instructor" section); I can work with you to provide alternatives for course participation and completion. UNM-Valencia faculty and staff know that there is a complete life for you outside of your class and on-campus time. Please let us know that you need support so that we can connect you to the right resources.
- **Affirmed/Preferred First Name:** As part of its commitment to providing a safe, inclusive, and respectful learning, living, and working environment, the UNM-Valencia Campus recognizes that many people prefer to use a name other than their legal name to identify themselves. Here is a general website for it- <https://oeo.unm.edu/resources/preferred-name.html>.
- **AccessAbility Policy:** I can and want to make appropriate accommodations that will support you in this class by collaborating with you and the [Equal Access Services at UNM-Valencia](#), 505-925-8560 or [call/email any of the Advisors](#). It is important that you take the initiative to inform me of your accommodations needs, as I am not legally permitted to inquire. In accordance with University Policy 2310 and the Americans with Disabilities Act (ADA), academic accommodations may be made for any student who notifies the instructor and/or Equal Access of the need for an accommodation.
- **School/Life Conflict:** Many of you face obstacles to your education as a result of work or family obligations or unforeseen personal difficulties. If you are experiencing challenges throughout the semester that are impacting your ability to succeed in this course, or in your undergraduate career more broadly, please reach out to me immediately so that we can work together to form a plan for your academic success. Reach out to me at anytime to discuss this!
- **Caregiver Responsibilities Policy:** I have great respect for students who are balancing their pursuit of education with the responsibilities of caring for children or other friends/family members. If you run into challenges that require you to miss class or if your caregiving responsibilities are interfering with your ability to engage in this course, please contact me. I can be flexible and support your learning!
- **Citizenship and/or Immigration Status:** Everyone is welcome in this class regardless of citizenship, residency, or immigration status. I will respect your privacy if you choose to disclose your status. UNM-Valencia as an institution has made a core commitment to the success of all our students, including members of our undocumented community. The Administration's welcome is found on the UNM-ABQ campus website: <http://undocumented.unm.edu/>.
- **Course Conduct:** I am committed to creating a learning environment where diverse perspectives are recognized and valued as a source of strength. I request that all students work with me to create a class culture based on open communication, mutual respect, and inclusion. As a class we will approach all discussions with curiosity, respect and civility. Disagreements and debates in academic discourse are expected and welcome, but personal attacks are never OK and will not be tolerated. I strive to ensure an open and welcoming classroom for all students. If I ever miss the mark, please don't hesitate to reach out to me. We are all learning together.
- **UNM Email/CANVAS Access:** All UNM-Valencia students will be required to have a UNM Net ID which can be created by going to: <http://it.unm.edu/accounts/>. UNM Net ID will give you access to the computer labs on campus, Canvas and UNM Email.
- **Computer & Internet Policy:** Students will need to have access to a computer with **high-speed Internet** for this course. If you do not have access to a computer with high-speed internet at home, I want to help! UNM-Valencia and UNM-ABQ have implemented **laptop checkout options**.
 - If you are a **UNM-Valencia student** and you need access to a laptop, please contact the UNM-Valencia Library at <http://valencia.unm.edu/library/index.html>
 - If you are a **UNM-ABQ student**, you will need to fill out this form:

<https://at.unm.edu/coronavirus/summer-2023-laptop.pdf> and send it to avdept@unm.edu.

For more information on computer checkout and wifi access for UNM-ABQ Campus, visit this website:

<https://at.unm.edu/coronavirus/student-tech-access.html>.

- **ALL students can request** access to a LoboVirtualDesktop. Here is the website: <https://lobovirtualdesktop.unm.edu>. Fill out the online form. This virtual desktop is a work-in-progress, and you would need a decent computer and internet connection to make this work. But, it would give you access to a variety of UNM owned software.
- Students should have basic computer and file management skills for all courses, especially online courses. If you are struggling with these, reach out to tutoring and support services (see support section on syllabus).
 - If you have any questions or concerns, reach out to me!
 - All students, whether online or in-person (or in-between) are able to access the computer labs on the UNM-Valencia Campus and the UNM-ABQ Campus regardless of where you are taking classes.
- **Access to internet:** The UNM-Valencia Campus has great wifi if you are on campus. [UNM-ABQ does too- see this login info. This is a great list of internet options for qualifying households. This is an ABQ listing and map of wifi hotspots.](#) If you still need access off-campus and do not have the resources, please reach out to me, Student Services, or any other faculty and staff.
- **Computer Lab Responsibility:** Please be advised that use of computer labs on UNM-Valencia and UNM-ABQ properties is governed by "Policy 2500: Acceptable Computer Use" which can be found at <http://policy.unm.edu/university-policies/2000/2500.html>. Anyone violating these policies is subject to possible suspension and loss of computer lab privileges.
- **Title IX:** Our classroom and our university should always be spaces of mutual respect, kindness, and support, without fear of discrimination, harassment, or violence. Should you ever need assistance or have concerns about incidents that violate this principle, please access the resources available to you on campus. Please note that, because UNM-Valencia faculty are considered "responsible employees" by the Department of Education, any disclosure of gender discrimination (including sexual harassment, sexual misconduct, and sexual violence) made to a faculty member must be reported by that faculty member to the university's Title IX coordinator. For more information on the campus policy regarding sexual misconduct, please see: <https://policy.unm.edu/university-policies/2000/2740.html>
- **Academic Integrity and Honesty:** Each student is expected to maintain the highest standards of honesty and integrity in academic and professional matters. The University reserves the right to take disciplinary action, including dismissal, against any student who is found responsible for academic dishonesty. Any student who has been judged to have engaged in academic dishonesty in coursework may receive a reduced or failing grade for the work in question and/or for the course. Academic dishonesty includes, but is not limited to, dishonesty in quizzes, tests or assignments; claiming credit for work not done or done by others; hindering the academic work of other students; and misrepresenting academic or professional qualifications within or outside the University. You are capable of meeting my expectations for this course! The arts are such a personal, unique experience for each person, and your story and how you choose to share it with the world are so important! If you are concerned about how well you are doing in this course, please reach out to me instead of considering academic misconduct.

Participation

Student participation is considered a necessary factor in the learning process. Course participation and attendance is key to mastering skills and successfully completing projects. I expect you to be motivated to grow your knowledge and abilities through coursework. You are still held responsible for all academic work required, regardless of weekly participation and attendance. Class participation influences your grade heavily. Participation includes:

- You should complete all projects on time (to the best of your ability), participate in scheduled critiques/class discussions, and maintain a safe, respectful, positive lab environment.
- You are required to attend class and be prepared for each day's work.
- If you do not attend the first week of class you may be dropped.
- You will need to work a few hours each week in addition to the scheduled class times. Open Studio hours will be announced.

Grading Policy

- Grading is based on completion of course work and projects, the quality of your individual technical and critical development, and a personal commitment to your work. Personal commitment involves regular participation, consistent effort, completion of work, participation in critiques and class discussions and the general willingness to try. Make each project meaningful to yourself!
- Each assignment will culminate in a critique, which will consist of pinning up your work. Being prepared for these critiques, both with your completed work and your readiness to participate in the discussion surrounding your and your peers' artwork issuer meaningful part of the process of creating art. Attending the critique, even if your project is incomplete/late, is extremely important.
- If you are submitting work past the posted deadline, it is super important that you communicate your circumstances with me so that we can work out a plan for you to grow and succeed in this art class!
- Incompletes are rarely issued. If 75% of the semester's work/deliverables and participation have been completed with a satisfactory grade, and incomplete may be issued.

Grading Breakdown

Semester Requirements:

- Projects (3) 10 points - 30 Total
- Quizzes. (3) 10 points - 30 Total
- Final Presentation 30 points - 30 Total
- Online participation 10 points - 10 Total

Extra Credit: 05 points

Extra Credit will be offered throughout the semester for various points, up to a maximum of 10 points for the entire semester.

Points will be added up, and a letter grade will be issued according to this scale to the right:

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

How to Contact the Instructor

Zoom Link: Zoom link will be provided upon request, please email or text.

During office hours, Zoom is available for us to connect. But I might be working with a student in a studio or otherwise not in front of a computer. If you are trying to Zoom in and I am not responding, please text me and let me know!

Email:

Email can be sent through UNM email (jsims01@unm.edu). PLEASE: in the subject line, write the class number, for example – “ARTS 1210”. I will check email regularly and plan to respond to emails/messages within 48 hours/2 business days. At times during the term, my inbox can get quite full, but I do want to hear from you! If you email me and don't hear back within 2 business days, please send a follow-up email. I will appreciate the gentle reminder.

Phone:

I am not available via phone call for this course, unless requested. But you can text me (no calls, please) on my personal cell phone if needed at any time: 505-681-4009. Allow a few hours for a reply.

Office Hours:

Wednesdays 11 am - 2pm on-campus, and by appointment

Support Information, Resources, & Tutorials

UNM-Valencia Campus provides extensive academic supports for students, and these supports are there to support you to achieve the academic success you are truly capable of. Most students access them at some point in pursuit of their degree. **There is no shame in seeking help!** I have provided a list of the academic support offices offered by UNM-Valencia below.

Open Studio Time:

- Located in B106 Studio/Classroom: Times and hours TBD.

Support for UNM Canvas:

- <https://canvasinfo.unm.edu/support/index.html>

UNM-Valencia Tutoring Services:

- Custom tutoring services are available through [The Learning Commons](#). Even online tutoring is available!

Instructor Support:

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

AccessAbility & Equal Access:

- [UNM-Valencia's accessibility/ADA compliance](#)
- [UNM-Valencia's Equal Access Services](#)

Mental Health and Counseling Services: All of us need a support system, and many students benefit from counseling services. Also, here is a list of services available in Valencia County and around the state:

<https://valencia.unm.edu/students/student-resources/index.html>. UNM ABQ Students have access to mental health counseling via the Student Health and Counseling (SHAC) Center.

Accommodations: UNM is committed to providing equitable access to learning opportunities for students with documented disabilities. As your instructor, it is my objective to facilitate an inclusive classroom setting, in which students have full access and opportunity to participate. To engage in a confidential conversation about the process for requesting reasonable accommodations for this class and/or program, please contact Accessibility Resource Center at arcsrvs@unm.edu or 505-277-3506.

UAP 2720 and 2740. Our classroom and university should foster mutual respect, kindness, and support. If you have concerns about discrimination, harassment, or violence, please seek support and report incidents. Find confidential services at LoboRESPECT Advocacy Center, the Women’s Resource Center, and the Arcoiris Center. UNM prohibits discrimination on the basis of sex (including gender, sex stereotyping, gender expression, and gender identity). All instructors are “responsible employees” who must communicate reports of sexual harassment, sexual misconduct and sexual violence to Compliance, Ethics and Equal Opportunity. For more information, please see UAP 2720 and UAP 2740.

Supplies

Most items are available at the UNM-Valencia Bookstore.

Optional:

- Word or Google
- Video camera or phone

WEEK 1	Week 1: Introduction to Digital Spaces Topics: What is a digital space? Story vs. platform Form follows function	Discussion: Memorable digital storytelling examples Assignment: Discussion: Analyze a digital space that tells a

	Lecture: Narrative as experience	story
WEEK 2	<p>Week 2: Narrative Foundations</p> <p>Lecture Topics:</p> <ul style="list-style-type: none"> Elements of storytelling: Plot, character, conflict, and resolution. Classical dramatic structure Conflict, stakes, and character desire 	<p>Assignment:</p> <p>Narrative breakdown of a short film or digital story.</p>
WEEK 3	<p>Week 3: Character and voice development</p> <p>Lecture Topics:</p> <ul style="list-style-type: none"> Characters: Voice, goals and obstacles Subtext and implication <p>Lecture: Writing believable characters</p>	<p>Assignment:</p> <p>Character profile worksheet</p>
WEEK 4	<p>Week 4: Dialogue and Monologue</p> <p>Lecture Topics:</p> <ul style="list-style-type: none"> Mapping audience and story journeys. Beat sheets Writing dialogue that reveals character Power dynamics between characters <p>Lecture: Economy of language</p>	<p>Assignment:</p> <p>PROJECT ONE OPEN</p> <p>Draft: Two-character monologue, with character sheet</p>
WEEK 5	<p>Week 5: Adapting Narrative for Digital Media</p> <p>Lecture Topics:</p> <ul style="list-style-type: none"> Linear vs. nonlinear storytelling 	<p>Assignment:</p> <p>PROJECT ONE</p> <p>Revise monologue.</p>

	<p>Non-traditional media</p> <p>Storytelling in social media</p> <p>Lecture: Narratives in other platforms</p> <ul style="list-style-type: none"> • Discussion: Games, VR, and interactive film 	
WEEK 6	<p>Week 6: Revision and critical reading of scripts</p> <p>Lecture Topics:</p> <p>Narrative critique and revision</p> <p>Lecture: Peer review workshop</p>	<p>Assignment:</p> <p>Project 1 Due</p> <p>Online Peer Critique.</p> <p>QUIZ ONE</p>
WEEK 7	<p>Week 7: Visual Grammar Fundamentals</p> <p>Lecture Topics:</p> <p>Writing for visual language and meaning</p> <p>Framing, composition, and movement</p> <p>Visual analysis</p> <p>Lecture: Visual storytelling basics</p> <ul style="list-style-type: none"> • Shot analysis 	<p>Assignment:</p> <p>Visual grammar analysis discussion.</p>
WEEK 8	<p>Week 8: Storyboarding for the Screen</p> <p>Lecture Topics::</p> <ul style="list-style-type: none"> • Translating script to image • Beats, rhythm, and pacing <p>Activities:</p> <ul style="list-style-type: none"> • Lecture: Storyboarding techniques • Examples from film and digital media 	<p>Assignment:</p> <p>Storyboard rough draft</p>

<p>WEEK 9</p>	<p>Week 9: Storytelling Through Space and Design</p> <p>Lecture Topics:</p> <p>Environment as character</p> <p>Installation and spatial storytelling</p> <p>Lecture: Designing for audience navigation and meaning</p>	<p>QUIZ 2</p>
<p>WEEK 10</p>	<p>Week 10: Interactivity and Audience Engagement</p> <p>Topics:</p> <p>Participation vs. observation</p> <p>Choice-based narratives</p> <p>Thinking about accessibility in today's storytelling.</p> <p>Lecture: Writing for an interactive and online world</p>	<p>Assignment:</p> <p>Interactive flowchart or beat map</p>
<p>WEEK 11</p>	<p>Week 11: Scripting for genre or format</p> <p>Topics:</p> <p>Scripting and storyboarding styles.</p> <p>Advanced storyboarding</p> <p>Lecture: Scripting for other genres and formats</p>	
<p>WEEK 12</p>	<p>Week 12: Final narrative project open</p> <p>Lecture Topics:</p>	<p>Final Project Open - LOG LINE DUE</p>

	<p>Log lines</p> <p>Knowing how to edit.</p> <p>Writer's block and how to overcome it.</p> <p>Lecture - From idea map to paper</p>	
WEEK 13	<p>Week 13: Final Narrative creation cont.</p> <p>Lecture Topics:</p> <p>Refining projects based on feedback.</p>	QUIZ 3
WEEK 14	<p>Week 14: Presentation Techniques</p> <p>Lecture Topics:</p> <p>Crafting a compelling narrative pitch.</p> <p>Tools for presenting digital projects.</p> <p>Iteration and polish.</p> <p>Audience reaction and feedback.</p> <p>Lecture - The elevator pitch</p>	Final Project Refinement
WEEK 15	<p>Week 15: Final Project Due: Short Narrative Project</p> <p>Lecture Topics:</p> <p>Reflection and critique</p> <p>Activities:</p> <p>Final presentations (recorded or slide deck)</p>	Final Project Due: Short Narrative Project
WEEK 16	ONLINE FINAL EXAM	

MASTER COURSE MAP

Week 1 – Introduction to Digital Spaces

Topics:

- What is a digital space?
- Story vs. platform
- Form follows function

Lecture: Narrative as Experience

Assignment:

- Discussion Post: Analyze a digital space that tells a story (minimum 250 words + one peer reply)

Skills Focus: Conceptual analysis, platform awareness

Week 2 – Narrative Foundations

Topics:

- Elements of storytelling: plot, character, conflict, resolution
- Classical dramatic structure
- Conflict, stakes, and character desire

Assignment:

- Narrative breakdown of a short film or digital story

Skills Focus: Narrative analysis, story structure

Week 3 – Character and Voice Development

Topics:

- Character voice, goals, and obstacles
- Subtext and implication

Lecture: Writing Believable Characters

Assignment:

- Character Profile Worksheet

Skills Focus: Character development, subtext

Week 4 – Dialogue and Monologue

Topics:

- Mapping audience and story journeys
- Beat sheets
- Dialogue as character revelation
- Power dynamics

Lecture: Economy of Language

Assignment:

- PROJECT 1 OPEN
- Draft: Two-character monologue + character sheets

Skills Focus: Dialogue writing, narrative economy

Week 5 – Adapting Narrative for Digital Media

Topics:

- Linear vs. nonlinear storytelling
- Non-traditional media
- Social media storytelling

Lecture: Narratives in Other Platforms

Discussion: Games, VR, and interactive film

Assignment:

- Project 1 Revision (monologue)

Skills Focus: Platform adaptation, audience awareness

Week 6 – Revision & Critical Reading - QUIZ 1

Topics:

- Narrative critique
- Revision strategies

Lecture: Peer Review Workshop

Assignments:

- PROJECT 1 DUE – Two-character monologue
- Online peer critique participation

Skills Focus: Revision, critical feedback

Week 7 – Visual Grammar Fundamentals

Topics:

- Writing for visual language
- Framing, composition, movement
- Visual analysis

Lecture: Visual Storytelling Basics

Assignment:

- Visual Grammar Analysis Discussion

Skills Focus: Visual literacy, cinematic language

Week 8 – Storyboarding for the Screen

Topics:

- Translating script to image
- Beats, rhythm, and pacing

Lecture: Storyboarding Techniques

Assignment:

- Storyboard Rough Draft

Skills Focus: Visual planning, narrative pacing

Week 9 – Storytelling Through Space and Design - QUIZ 2

Topics:

- Environment as character
- Installation and spatial storytelling

Lecture: Designing for Audience Navigation & Meaning

Skills Focus: Spatial narrative, environmental storytelling

Week 10 – Interactivity and Audience Engagement

Topics:

- Participation vs. observation
- Choice-based narratives
- Accessibility in contemporary storytelling

Lecture: Writing for an Interactive & Online World

Assignment:

- Interactive Flowchart or Beat Map

Skills Focus: User experience, accessibility, engagement design

Week 11 – Scripting for Genre or Format

Topics:

- Scripting styles
- Advanced storyboarding
- Genre and format considerations

Lecture: Scripting for Other Genres & Formats

Skills Focus: Genre adaptation, advanced visual scripting

Week 12 – Final Narrative Project Open

Topics:

- Log lines
- Editing awareness
- Writer's block strategies

Lecture: From Idea Map to Page

Assignments:

- FINAL PROJECT OPEN
- Log Line Due

Skills Focus: Concept development, clarity of intent

Week 13 – Final Narrative Creation (Continued) - QUIZ 3

Topics:

- Refining projects through feedback

Skills Focus: Iteration, revision, refinement

Week 14 – Presentation Techniques

Topics:

- Narrative pitching
- Presentation tools
- Audience reaction and feedback

Lecture: The Elevator Pitch

Assignment:

- Final Project Refinement

Skills Focus: Communication, presentation, polish

Week 15 – Final Project Due

Topics:

- Reflection and critique

Activities:

- Final presentations (recorded or slide deck)

Assignment:

- FINAL PROJECT DUE – Short Narrative Project

Skills Focus: Synthesis, reflection, professional presentation

MASTER CANVAS RUBRIC

PROJECT 1: Two-Character Monologue

Criteria	Exemplary (A)	Proficient (B–C)	Needs Improvement (D–F)
Character Development	Clear goals, voice, subtext	Mostly clear characterization	Flat or inconsistent characters
Dialogue & Subtext	Dialogue reveals power and intent	Some effective moments	On-the-nose or unclear dialogue
Narrative Structure	Clear conflict and progression	Partial structure	Lacks dramatic shape
Revision & Polish	Strong revisions applied	Minor revision issues	Minimal revision evident

PROJECT 2: Storyboard & Visual Grammar

Criteria	Exemplary (A)	Proficient (B–C)	Needs Improvement (D–F)
Visual Clarity	Clear, readable visual storytelling	Mostly coherent visuals	Confusing or incomplete
Shot Choice & Composition	Purposeful framing	Some effective framing	Arbitrary shot choices
Narrative Pacing	Strong visual rhythm	Inconsistent pacing	Poor visual flow
Alignment w/ Story	Visuals support narrative	Partial alignment	Visuals disconnected

FINAL PROJECT: Activated Digital Narrative

Criteria	Exemplary (A)	Proficient (B–C)	Needs Improvement (D–F)
Narrative Concept	Clear, compelling, platform-aware	Clear but conventional	Unclear or unfocused
Platform Integration	Story fits digital space	Partial integration	Platform misused
Audience Engagement	Interactive/engaging design	Some engagement strategies	Passive or unclear
Presentation & Polish	Professional, refined	Minor issues	Unpolished
Reflection & Intent	Strong critical reflection	Basic reflection	Minimal reflection

Weekly Assignments & Discussions

Criteria	Full Credit	Partial Credit	No Credit
Completion	Fully completed	Incomplete	Missing
Critical Thinking	Insightful analysis	Surface-level	Minimal effort
Engagement	Active peer interaction	Limited interaction	No engagement

PROJECT 1: Two-Character Monologue

Assignment Type: Scriptwriting Project

Format: PDF or DOCX

Length: 2–3 pages (standard screenplay format)

Assignment Overview

In this project, you will write a short dramatic monologue involving **two characters**. The goal is to demonstrate your understanding of **dramatic narrative fundamentals**, including character motivation, conflict, subtext, and power dynamics.

This monologue should function as a self-contained dramatic moment that could exist within a film, television episode, or digital narrative experience. While the scene does not need to resolve the full story, it must clearly establish **stakes, desire, and tension**.

Requirements

Your submission must include:

1. **Two-Character Monologue / Scene**
 - Clearly defined characters with distinct voices
 - A clear dramatic conflict
 - Subtext that communicates meaning beyond the literal dialogue
 - Evidence of power shifts or emotional movement
 2. **Character Sheets (1 page per character)**
 - Character name
 - Goal / desire
 - Obstacle
 - Relationship to the other character
 - What the character wants *right now* in the scene
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Learning Objectives Assessed

- Demonstrate knowledge of dramatic narrative form
- Write dialogue that reveals character and conflict
- Apply economy of language and subtext

- Revise work based on feedback
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Submission Notes

- Draft submitted in Week 4
 - Revised version due in Week 6
 - Participation in peer critique is required
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PROJECT 2: Storyboard & Visual Grammar Project

Assignment Type: Visual Narrative Project

Format: PDF (hand-drawn, digital, or hybrid)

Length: 20–30 storyboard panels recommended

Assignment Overview

This project asks you to translate a short narrative into **visual form** using storyboards. You will apply principles of **visual grammar**—framing, composition, movement, and pacing—to communicate story without relying on dialogue.

The emphasis is on **clarity and intention**, not artistic perfection. Every shot should exist for a narrative reason.

Requirements

Your storyboard must include:

- A clear beginning, middle, and end
- Purposeful shot choices (wide, medium, close-up, movement, etc.)
- Visual continuity and readable sequencing
- Indication of camera movement and pacing where relevant

Optional additions:

- Notes on sound, text, or interaction
- Brief written explanation (1 paragraph) of visual intent

Learning Objectives Assessed

- Apply visual grammar to narrative storytelling
- Translate written story into visual form
- Demonstrate understanding of pacing and rhythm
- Align visual choices with narrative intent

Submission Notes

- Rough draft due Week 8
- Final storyboard due Week 11

FINAL PROJECT: Narrative Short and presentation

Assignment Type: Final Narrative Project

Format: Flexible (video, interactive prototype, slide-based narrative, web-based story, etc.)

Length: Equivalent of 3–5 minutes of narrative content

Assignment Overview

For the final project, you will design and present a narrative—a short story.

This project should demonstrate how form follows function, using platform, interactivity, design, or spatial logic in the storytelling experience. The final narrative may be linear or nonlinear, interactive or observational, but it must clearly reflect what we have learned about story.

Requirements

Your final project must include:

1. **Narrative Artifact**
 - A completed short narrative.
 - Clear alignment between story and medium
 - Evidence of audience feedback.
2. **Log Line** (submitted Week 12)
 - One to two sentences clearly summarizing the narrative concept,

- Beat sheet that shows the full story arc and defining moments.
 - 3. **Presentation**
 - Recorded presentation or slide deck
 - Explanation of narrative intent, platform choice, and design decisions
 - 4. **Reflection** - What worked and what didn't
 - How feedback shaped the final outcome
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Learning Objectives Assessed

- Integrate narrative, design, and technology
 - Adapt storytelling techniques to digital platforms
 - Demonstrate critical thinking about emerging media
 - Present and articulate creative intent
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Submission Notes

- Project proposal & log line due Week 12
- Beat Sheet refinement & feedback Weeks 13–14
- Final submission and presentation Week 15