

## Digital Storytelling

Washington State University - Vancouver, fall 2010

Assignments due for: **Dec. 1, 2010**

<http://digistoryfall2010.blogspot.com/>

[ ] **Mobile Iteration 3 (150 points):** Your group will present the final draft of the digital files you will hand in at the end of the term, demonstrating your application of knowledge this semester. After receiving feedback on this draft, you then can prep the final package for submission.

[ ] **The draft Digital Story (100 points)** – Your submission will be assessed for its mobile storytelling aspects, including the following:

[ ] **Character** – The characters in this piece are well developed, well researched, consistent, distinct and are more like people than caricatures.

[ ] **Plot** – The story has a recognizable plot, which advances the action of the piece in engaging and thought-provoking ways.

[ ] **Setting** – The story takes advantage of the abilities of the mobile device, in terms of location awareness, spatial awareness and contextual awareness. In other words, the design of your piece integrates with the setting in ways that would make it inconceivable for this story to be told anywhere else.

[ ] **Archetypal construction** – The story is grounded in archetype, yet distinguished by its own unique particularizing details.

[ ] **Symbolism** – The story operates on a literal as well as a metaphorical level.

[ ] **Mixed Reality** – The user interacts on both the physical and virtual levels.

[ ] **Game play** – A mobile story is an experience. An experience is like a game. How does your story incorporate game-like elements? The experience is entertaining.

[ ] **User-centered design** – The piece is a reflection of what your users have told you that they want.

[ ] **Responds to client's vision** – Your story satisfies the base requirements communicated by the service-learning client, the fort and its representative.

[ ] **Compositional quality** – Every detail is right. Words are spelled correctly; text is grammatically correct; images are sized and rendered professionally; navigation is smooth, etc.; the experience is aesthetically satisfying.

[ ] **The draft presentation (50 points)** – The culmination of all of your work this semester is sharing this piece with others, including the service-learning client. That presentation will be assessed on the following criteria:

[ ] Your group gives an organized, thoughtful, professional presentation that clearly has been prepared and practiced. It is not too short, no less than 10 minutes, and not too long, no more than 20 minutes, not including discussion.

[ ] This presentation demonstrates that your team has heard and responded to your client's desires for the project, reflecting on interpretive themes and the basic framework of being centered in The Village and reflecting the lost stories of that area and era.

[ ] This presentation focuses on **mobile** storytelling, interaction and what we have learned about mobile technology and its nuances and opportunities. In other words, our focus is not on well-established storytelling techniques, such as making a film and transferring it to a small screen. Express how this presentation expands what the fort already offers in different ways.

[ ] This presentation includes a walk-through of the story and the behind-the-scene **highlights** of the module you created, not a laundry list of every step taken. This should be an exciting and engaging experience for the audience that provokes discussion about your ideas.

[ ] This presentation should generate a lively discussion about the project, prompting questions and dialogue as well as illuminating areas of potential future research.

Please email your group's draft Digital Story to [brett.oppegaard@gmail.com](mailto:brett.oppegaard@gmail.com) by 6 p.m. Dec. 1.