

Creative Media and Digital Culture 354.02

Digital Storytelling

Washington State University - Vancouver, fall 2010

Assignments due for: **Nov. 17, 2010**

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

[] **Prompt 5 (20 points):** Identify a favorite game that you play, of whatever sort, and examine it for parallels that might inform the field of mobile storytelling. That could be potential mechanics to try, techniques for character or plot development, social aspects, etc. Be prepared to talk about what you learned from reexamining the game / your story from that perspective.

Reading: Schell, 389-401, pgs. 203-209 of your course pack

and The Web is Dead, from Wired magazine:

http://www.wired.com/magazine/2010/08/ff_webrip/all/1