

## LCIS 201 (03): Integrative Seminar: Coding and Digital Storytelling

Simmons University

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Spring 2019 / January 22 – May 08  
Class Room Location: Main College Building, E-114  
Class Day/Time: Wednesdays 09:30 AM – 10:50 AM

Instructor: Dr. Kristin Erickson & Dr. Amber Stubbs  
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Office Hours: check our individual office hours on other syllabi

### Course Description

Students will use skills learned in both courses to create a multimedia, interactive story with elements of a choose-your-own-adventure. Used lived experiences, storytelling techniques, and basic media skills learned in course 1, combined with computer skills gained in course 2, students will develop an interactive visual novel/game.

### Course Objectives

Upon completion of this course, students will be able to:

- Integrate multiple perspectives and areas of knowledge to analyze common themes, issues, or problems;
- Communicate effectively, considering appropriate voice and audience, in a mode consistent with the multiple disciplines represented in the learning community;
- Demonstrate critical thinking enhanced by interdisciplinary perspectives;
- Produce digital media to best express story ideas;
- Construct an interactive website that contains a digital narrative;
- Use programming skills to add dynamic content to a story.

### Course Methods

This course is project-based. Students will work primarily on their projects in a lab-based setting. Students will eventually apply their cumulative learning to practice by creating an interactive, digital story that will be published online.

### Required Materials

- USB disk (64 GB)

**Assessment of Work:** Course learning objectives will be assessed, primarily, through project assignments undertaken in the course, as well as other class activities. Assignment details will be provided during the semester. Your work will be assessed in the following ways:

#### Assessment summary:

Weekly Assignments:	25%
Midterm project:	20%
Draft of final project:	15%

Final project: 30%  
Class participation: 10%

### Grade Scale

A	93-100
A-	90-92
B+	87-89
B	83-86
B-	80-82
C+	77-79
C	73-76

C-	70-72
D+	67-69
D	60-66
F	Below 60

### Class Policies

*Attendance and tardiness policy:* Regular attendance is essential to the successful completion of this course, and if you miss more than TWO classes over the course of the semester, for whatever reason, your final grade will be impacted. Things sometimes come up and you just cannot attend class; you need not explain to us why you are absent or provide a doctor's note, but for each absence over two, you will incur a penalty to your final grade.

If you miss class for any reason, it is your responsibility to find out what we did in class or what you missed from another student; be sure also to keep up with the syllabus and assignments. If you have a question, however, about something you were told by another student, but do not understand, we are happy to clarify. It is also important that you arrive to class on time and stay the whole class. You will receive a TARDY for each class you arrive late or leave early. THREE tardies equal ONE absence.

*Syllabus:* We reserve the right to alter course requirements, assignments, and/or lab exercises based on new materials or programs. In the case of such alterations, we will notify you of any changes.

*Email:* You can usually expect a response from us relatively quickly (usually within 24-48 hours); if you haven't heard back from either of us within 48 hours (excluding weekends), feel free to email us a reminder. Please use your Simmons email address when you contact us (and check it often) and always make sure you email us both. Additionally, you will be responsible for any important information sent to your email address.

*Smartphones & Computers:* When in class, we expect you to be attentive and engaged in class discussions and activities. While we do not require you to turn off your phones or close your computers, we do expect you to use your digital devices judiciously and for class purposes, only. If we see you texting during class or on social media (unless asked to do so during a specific class activity), we will ask you to turn off your devices.

*Late assignments:* Late homework will incur a full letter grade reduction for each day it is late (beginning directly after the time due). Weekend days are included. After three days, we will automatically give a zero for an assignment that hasn't been turned in without prior discussion.

*Special Accommodations:* If you need special accommodations based on disability, please contact one of us privately at the beginning of the semester to discuss your specific needs and be sure to turn in a Student Academic Accommodation Request (SAAR) form to us. To establish eligibility, coordinate reasonable accommodations in a timely fashion, and obtain the necessary form to give to us, please contact the Disability Services (DS) office, which is located on the third floor of the Palace Road Building, Suite P304 (617-521-2474) / <http://www.simmons.edu/student-life/student-services/disability-services> at the beginning of the semester. Accommodations can only be provided to students who have an official SAAR form.

*Academic Integrity:* Students must uphold the Simmons College policies regarding academic integrity. For more information on what this entails, please see: <https://www.simmons.edu/student-life/handbook/rights-responsibilities/honor-system>. You must pursue your academic work honestly and be accountable for all submitted assignments. Three fundamental principles must be followed at all times: 1) all work submitted should be your own – even DRAFTS! 2) when using the work or ideas of others, including fellow students, give full credit through accurate citations; and 3) if you are uncertain about what is appropriate for an assignment, *ask for clarification*. No grade is important enough to justify academic misconduct. Plagiarism means using someone else’s words, opinions, or factual information without giving the person credit. Faculty are required to report any suspected instances of academic dishonesty to the College.

A note about plagiarizing and code **for this course:**

- Looking at working code can be an excellent way to learn about programming
- The Internet has a lot of code on it
- Just because code is on the Internet doesn’t mean that you can use it without attribution
- You are encouraged to look for solutions to **basic** programming questions on the Internet, **however**, you must include a comment in your code that includes the URL where you found the code.

*Diversity and Inclusion:* It is of utmost importance that each student feel safe and comfortable to be and express themselves in this course. Some in-class conversations and work produced for this course may reflect sensitive political, social, religious, and/or other material. Therefore, please treat everyone in class with respect, dignity, and compassion.

**Course Schedule for Integrated Seminar:**

<b>Date</b>	<b>Topics</b>	<b>Assignments Due</b>
<b>Week 1: Jan 23rd</b>	Introduction to goals, course expectations, examples of interactive narratives	
<b>Week 2: Jan 30th</b>	Show of examples of previous student stories & discuss genres	Short digital story critique (of one story – links on Moodle)
<b>Week 3: Feb 6th</b>	Discussion of source codes from existing games & Midterm project	Read Midterm project  Analysis of programming elements in assigned game
<b>Week 4: Feb 13th</b>	Discussion of final project	Play assigned games & come

	assignment (including quality versus quantity) & brainstorming final project ideas	to class prepared to discuss
<b>Week 5: Feb 20th</b>	Librarian – to discuss copyright issues Renpy Tutorial I	
<b>Week 6: Feb 27th</b>	Renpy Tutorial II & assign Renpy project	Midterm Project Due
<b>Week 7: March 6th</b>	SPRING BREAK	NO CLASS
<b>Week 8: March 13th</b>	Renpy Tutorial III, time to work on Renpy project	Final Project Proposal due
<b>Week 9: March 20th</b>	Lab – Intro to Photo Editing, Drawing, and iMovie	Renpy Project Due (incorporates visuals, sound, film, basic programming, etc.) due
<b>Week 10: March 27th</b>	Lab – Storyboarding (show examples)	Visuals due for critique
<b>Week 11: April 3rd</b>	Lab – audio	Storyboards & branching tree diagram due
<b>Week 12: April 10th</b>	Peer Reviews of drafts in class	Draft Story Due
<b>Week 13: April 17th</b>	Work on final projects, peer reviews, and troubleshooting	
<b>Week 14: April 24th</b>	Work on final projects, peer reviews, and troubleshooting	
<b>Week 15: May 1st</b>	Final project workshops	Due on May 6 <sup>th</sup> & 7 <sup>th</sup> in Interactive Story class