

SUMMER SESSION 2021

INTERACTIVE STORYTELLING AND GAME DESIGN



Program Overview

This is an intensive two-class course program designed to provide participants with the fundamentals of writing for games, game design, interactive storytelling, and UNREAL-based game programming.

Students can enroll in both or only one class. Student taking both classes will understand the basics of how to design and program games and VR environments with the program/game engine UNREAL.

Scholarships

This program offers up to ten **scholarships of \$1000 per course** upon completion. Applicants interested in applying for a scholarship will need to submit a letter of motivation using this link:

<https://www.calstatela.edu/al/television-film-and-media-studies/epic-megagrant-application>

The application **deadline is April 30th, 2021 at 10AM**. Scholarships will be decided by May 15th, 2021.

Admission Requirements

TVF 3630 will be run as a writers'/makers' workshop/lecture class, which requires all members to work in teams, and actively participate by honoring their fellow members and their work with discussion and feedback. Attendance, enthusiasm and attentiveness is key. No prerequisite knowledge is necessary. This class offers:

1. An introduction to player story and game story, the difference between open world versus linear storytelling, tree structure, and directed network structures.
2. An introduction to story world design, and spatial story design for interactive narrative.
3. An introduction to gaming: participants will get to play a variety of 2D and 3D games, and analyze game mechanics, gameplay and narrative.
4. An opportunity for student to write a game design document: format, and description of content like game mechanics, Game mechanics and game play; Character design: Character Description (5 NPCs, each 2 lines); Quest Design.

TVF 4830 recommends that students will have completed TVF 3630. Students will learn how to implement and design with the UNREAL game engine the games they have developed in TVF 3630. Now you have you Game Design Doc complete, bring your paper to life! This course is a hands-on lab course for making games and VR experiences with the Unity game engine. Participants will learn how to:

1. Use the UNREAL project interface
2. Understand object control panel
3. Adding 2d and 3d game objects
4. Using lighting
5. Working with cameras
6. Object colors and materials

Schedule (tentative)

Summer 2021: June 1st – Aug 4th

TVF 3630	Online Mo and Wed, 6PM-8:50PM Saturday 8AM-4PM LAB	5 weeks for 9 hours per week; June 1st – July 2nd	Instructor: TBD
TVF 4830	Online Mo and Wed, 6PM-:10:15PM	5 weeks for 9 hours per week; July 5 th – Aug 4 th	Instructor: TBD

For more information, please contact Sylke Rene Meyer at smeyer5@calstatela.edu