Digital Storytelling-Visual Studies (DST_VS)

DST_VS 1880: Introduction to Digital Media Production
(same as FILMS_VS 1880, COMMUN 1880, ART_VS 1920). Introduction to concepts and skills for Digital Storytelling, including media literacy and forms of narrative manifested historically and currently across a range of media. This course focuses on theories and concepts that support the critical analysis and creation of contemporary narrative in digital form with particular attention to audio, visual and written communication. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Enrollment limited to declared DST majors during early registration

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DST_VS 1880H: Introduction to Digital Media Production - Honors
(same as FILMS_VS 1880H). Introduction to concepts and skills for Digital Storytelling, including media literacy and forms of narrative manifested historically and currently across a range of media. This course focuses on theories and concepts that support the critical analysis and creation of contemporary narrative in digital form with particular attention to audio, visual and written communication. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Enrollment limited to declared DST majors during early registration; Honors eligibility required

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DST_VS 2001: Topics in Digital Storytelling
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3

DST_VS 2005: Topics in Digital Storytelling
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3

DST_VS 2005H: Topics in Digital Storytelling - Honors
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Honors eligibility required

DST_VS 2240: Comics and Cartooning: Writing with Pictures
(same as ART_VS 2240). This course is designed to introduce students at every level of artistic ability to the work of creating comics. As such, students can expect a nuanced, hands-on investigation of the power and complexity of the comics form, including character design, page layout, panel construction, and the image/text relationship. Students will experiment with various techniques and genres, practicing memoir, journalism, poetry, and fiction in the comics form, in addition to developing a vocabulary for engaging comics critically.

Credit Hours: 3

DST_VS 2810: Story Development
(same as COMMUN 2810). In this course students will learn about storytelling across time and media, beginning with definitions and fundamentals of narrative and oral storytelling, theories of narrative and its cultural functions, and basic narrative analysis. The course then turns to the close study of structure, narration, character, plot, action, dialogue, and other narrative elements, with a wide variety of examples and prompts. Throughout the course, students practice the development of their own stories in multiple versions and formats, with attention to the ways that formal structures such as blogs, tweets, podcasts, and scripts affect their storytelling strategies. By the end of the course, students will produce a short shooting script or equivalent project ready for production. Thus, the course functions as preparation for audio-visual production courses in Film Studies, Media Studies, Film and Media Arts, and Digital Storytelling degree programs. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Enrollment limited to declared DST majors during early registration

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DST_VS 2820: Immersive Storytelling
(same as THEATR 2220). This class introduces the student to the basic principles of immersive theatre and immersive storytelling. Students learn about the history, practice, theory, and critical issues related to immersive theatre and immersive storytelling, including performance art, environmental theatre, happenings, interactive theatre, site specific performance, installation art, video art, projection art, multimedia, intermediality, mediatization, 3D video, 360 video, augmented reality, virtual reality, and mixed reality. Projects provide opportunities for experiences in immersive theatre and immersive storytelling.

Credit Hours: 3
Recommended: DST_VS 1880

DST_VS 2830: Video Art I
(same as ART_VS 2031). Video as a fine art form intersecting with sculpture, experimental film making, installation, and new media. Theoretical and historical knowledge is integrated with studio practice. Students create artistic video works, demonstrating technical ability and aesthetic vision. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or FILMS_VS 1880 or COMMUN 1880 or ART_VS 1920 or ART_VS 1070. Enrollment limited to declared DST majors during early enrollment

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DST_VS 2880: Digital Storytelling Production I
(same as ENGLSH 2880, COMMUN 2880). Digital Storytelling Production I teaches agility with digital video technology through applied experiences. Assignments in digital video production emphasize how video narratives are created and how images and audio enhance the structure, mood, and theme of the narrative. Instruction will focus on planning a video production and developing the tools and practices in lighting, sound recording, image capturing, and editing. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or ENGLSH 1880 or FILMS_VS 1880 or ART_VS 1920 or consent of instructor. Enrollment limited to declared DST majors during early registration

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DST_VS 2885: 2D Animation I
(same as ART_VS 2085). Introduction to the fundamentals of 2D animation in traditional and digital techniques including hand drawn, stop-motion, and computer animation. Through a series of material-based and technical exercises, students will explore how the dimensions of narrative, movement, sound, editing, and lighting can be used to create their own unique animated short films. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or FILMS_VS 1880 or ART_VS 1920 or COMMUN 1880 or ART_VS 1070. Enrollment limited to declared DST majors during early enrollment

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DST_VS 3001: Topics in Digital Storytelling
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Recommended: Sophomore standing

DST_VS 3005: Topics in Digital Storytelling
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Recommended: Sophomore standing

DST_VS 3005H: Topics in Digital Storytelling - Honors
Organized study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: Sophomore standing. Honors eligibility required

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DST_VS 3230: Beginning Illustration
(same as ART_VS 3230). An introduction to illustration and visual problem solving from initial concept through final execution. Emphasis on drawing and painting skills and exploration of mixed media techniques. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ART_VS 1050 or ART_VS 1060 or instructor's consent required

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DST_VS 3250: Comics and Cartooning II
(same as ART_VS 3250). This course is designed to build upon the foundational skills learned in Comics and Cartooning I, emphasizing the development of style and narrative in the comics form. Students will create serialized and longform comics narratives, publishing their work both online and in print. In addition, students will spend time developing disciplined, sustainable working habits needed for success in the comics medium, as well as group projects centered around community engagement.

Credit Hours: 3
Prerequisites: ART_VS 2240 or DST_VS 2240 or instructor consent required
Recommended: ART_VS 1050 or ART_VS 1060

DST_VS 3805: Introduction to 3D Modeling
An introduction to 3D modeling software and the core principles and techniques of 3D content creation including modeling, texturing, rigging, animating, lighting, and rendering. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ENGLSH 1000 and DST_VS 1880 or FILMS_VS 1880 or ART_VS 1920 and sophomore standing, or consent of instructor. Enrollment limited to DST majors during early registration
Recommended: ART_VS 1050 or ART_VS 1060

DST_VS 3850: Video Games and Storytelling
Video Games and Storytelling explores the interplay between game and story in video game media. Students will play and analyze games, specifically those with strong narratives, and engage with broader theories in literary and visual studies. Texts include video games themselves, as well as a selection of films, fiction, and critical/theoretical resources. Graded on A-F basis only.

Credit Hours: 3
Recommended: ENGLISH 1000

DST_VS 3855: Documentary Film
(same as ENGLSH 3855, FILMS_VS 3855). Surveys the history of documentary film including the development of subgenres, sound and voice over in documentary, re-enactment, ethical issues in documentary film production, and more. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ENGLSH 1000

DST_VS 3880: Writing and Theory for Digital Media
(same as ENGLSH 3880). Writing and Theory for Digital Media teaches the skills, methods and theoretical frameworks needed to write for new media. Students will study and practice writing for web-based and digital media platforms, including blogs, podcasts, vlogs, and the emerging possibilities of locative and interactive media. Assignments emphasize the professional and creative possibilities of new media production. In addition to the hands-on creation for audio, screen-based, networked, and hybrid forms of digital media, students will also read, discuss, and write about work by new media theorists. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or ENGLSH 1880 or FILMS_VS 1880 or ART_VS 1920 or instructor consent. Enrollment limited to declared DST majors during early enrollment
Recommended: Sophomore standing or above; ENGLSH 1000

DST_VS 3880W: Writing and Theory for Digital Media - Writing Intensive
(same as ENGLSH 3880W). Writing and Theory for Digital Media teaches the skills, methods and theoretical frameworks needed to write for new media. Students will study and practice writing for web-based and digital media platforms, including blogs, podcasts, vlogs, and the emerging possibilities of locative and interactive media. Assignments emphasize the professional and creative possibilities of new media production. In addition to the hands-on creation for audio, screen-based, networked, and hybrid forms of digital media, students will also read, discuss, and write about work by new media theorists. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or ENGLSH 1880 or FILMS_VS 1880 or ART_VS 1920 or instructor consent. Enrollment limited to declared DST majors during early enrollment
Recommended: Sophomore standing or above; ENGLSH 1000

DST_VS 3884: 3D Character Design and Modeling
An introduction to the core principles and techniques of 3D content creation including modeling, texturing, rigging, animating, lighting, and rendering. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ENGLSH 1000 and DST_VS 1880 or ENGLSH 1880 or FILMS_VS 1880 or ART_VS 1920 and DST_VS 2885 or ENGLSH 2885 and sophomore standing, or consent of instructor. Enrollment limited to DST majors during early registration
Recommended: ART_VS 1050 and ART_VS 1030

DST_VS 3885: Audio Storytelling
Students in this course explore the skills, methods and theoretical frameworks needed to produce audio for new media and to understand the relationship between audio and digital culture. Students will study and practice writing and producing for web-based and digital media platforms. Assignments emphasize the professional and creative possibilities of new media production with an emphasis on audio. In addition to the hands-on creation of audio for radio, podcast, as well as screen-based, networked, and hybrid forms of digital media, students will also read, discuss, and write about work by producers and radio historians and theorists. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880/ENGLSH 1880/FILMS_VS 1880/ ARTGE_VS 1920 or consent of instructor

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DST_VS 3885W: Audio Storytelling - Writing Intensive
Students in this course explore the skills, methods and theoretical frameworks needed to produce audio for new media and to understand the relationship between audio and digital culture. Students will study and practice writing and producing for web-based and digital media platforms. Assignments emphasize the professional and creative possibilities of new media production with an emphasis on audio. In addition to the hands-on creation of audio for radio, podcast, as well as screen-based, networked, and hybrid forms of digital media, students will also read, discuss, and write about work by producers and radio historians and theorists. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880/ENGLSH 1880/FILMS_VS 1880/ART_VS 1920 or consent of instructor

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DST_VS 4001: Topics in Digital Storytelling
Advanced study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Recommended: Sophomore standing

DST_VS 4005: Topics in Digital Storytelling
Advanced study of selected topics in Digital Storytelling. Subject may vary from semester to semester. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hours: 3
Recommended: Sophomore standing

DST_VS 4230: Narrative Illustration
(same as ART_VS 4230). Development of narrative illustration, conceptual problem-solving skills, and technical proficiency. Emphasis is placed on portfolio development by exploring sequential and narrative themes. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ART_VS 1000 or ART_VS 1050 or ART_VS 1060; or instructor consent required

DST_VS 4830: Video Art II
(same as ART_VS 4030). Video as a fine art form intersecting with sculpture, experimental film making, and Internet culture. Theoretical and historical knowledge is integrated with studio practice. Students create advanced video works, demonstrating technical ability and aesthetic vision. Projections and video installation works will be emphasized. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 2830 or ART_VS 2031

DST_VS 4850: Advanced 3D Animation
Advanced instruction in various aspects of digital animation and elements of the 3D computer animation production pipeline, including story drafting and production planning, polygonal modeling and texturing, rigging, key framing, lighting, compositing rendered images, and editing into a short, finished film. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880 or FILMS_VS 1880 or ART_VS 1920 and DST_VS 3805

DST_VS 4880: Digital Storytelling Production II
(same as ENGLSH 4880, COMMUN 4880). Digital Storytelling Production II introduces students to advanced techniques in digital storytelling production, while further developing skills in script writing, storyboarding, Adobe Premiere Pro, and video production with DSLR cameras. Assignments in digital video production emphasize how video narratives are created and how images and audio enhance the structure, mood, and theme of the narrative. Instruction will focus on planning a video production and developing the tools and practices in lighting, sound recording, image capturing, and editing. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: ENGLSH 1000 and DST_VS 1880 or ENGLSH 1880 or FILMS_VS 1880 or ART_VS 1920 and DST_VS 2880 or ENGLSH 2880 and sophomore standing, or consent of instructor. Enrollment is limited to declared DST majors during early registration

DST_VS 4885: 2D Animation II
Advanced instruction in traditional and digital techniques of 2D animation including hand drawn, stop-motion, and computer animation. Through a series of material-based and technical exercises, students will explore more advanced forms of narrative, movement, sound, editing, and lighting to create animation short films. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 2885 and sophomore standing, or instructor consent required. May be restricted to DST BA majors and ART BFA majors during early registration

DST_VS 4886: Creative Activity in Digital Storytelling
Creative activity in digital storytelling under mentorship of a faculty member. Course appears on transcript for zero credit and does not count toward full-time enrollment. No tuition or fees are charged. Graded on S/U basis only.

Credit Hours: 0
Prerequisites: instructor's consent

DST_VS 4930: Digital Storytelling Practicum
This course provides an opportunity for experiential learning in digital storytelling practice. Students will receive hands-on training through an intensive master class. May be repeated with consent of instructor. Graded on S/U basis only.

Credit Hour: 1-6
Prerequisites: Instructor's consent

DST_VS 4940: Internship in Digital Storytelling
This course is for Digital Storytelling majors who have obtained an internship that will help develop their skills in video production, emerging media, animation, writing, and/or critical theory while gaining professional experience in their field. The student must register for the internship course under the advisement of a SVS faculty member during the semester in which the work takes place. Students may have up to 3 hours for any one internship experience with a total maximum of 6 hours. Sections may be graded on either A-F basis, required for the course to count towards the degree, or S/U.

Credit Hour: 1-3
Prerequisites: Instructor's consent required. Restricted to Digital Storytelling Majors only

DST_VS 4955: Independent Research in Digital Storytelling
Development of a carefully considered research project under close supervision of a faculty member. May be repeated with consent of instructor. Graded on A-F basis only.

Credit Hour: 1-3
Prerequisites: Instructor consent required

DST_VS 4970: Digital Storytelling Capstone
For students in their senior year who have completed the core requirements for the Digital Storytelling program, this course focuses on advanced studies in the field and a major project involving the processes of selection, research, and production or writing leading to its completion. Course also includes a large professional development component. Enrollment limited to declared DST majors only, unless by instructor consent. Graded on A-F basis only.

Credit Hours: 3
Prerequisites: DST_VS 1880, and DST_VS 2880 or DST_VS 2885 or DST_VS 2830, and DST_VS 4880 or DST_VS 4885 or DST_VS 4830

DST_VS 7960: Graduate New Media I
This course serves as a portfolio development course for students in the New Media MFA track. This course gives students the time and space to develop larger projects in either video art, installation, or animation within a cohesive, student directed, conceptual framework. Students should also develop language on how their projects are situated within contemporary art world, through the creation and revision of artist statements. Students produce conceptual projects and engage in critiques of student work. Graded on A-F basis only.

Credit Hours: 3