



Course syllabus

Faculty of Arts and Humanities

Department of Languages

4EN020 Digitala narrativ, 15 högskolepoäng

Digital Narrative, 15 credits

Main field of study

English

Subject

English

Level

Second cycle

Progression

A1N

Date of Ratification

Approved 2024-01-30.

The course syllabus is valid from autumn semester 2024.

Prerequisites

1-90 credits in English or literature including an independent project of 15 credits or the equivalent,

or,

1-90 credits including an independent project of 15 credits in another subject in the humanities or social sciences or the equivalent, as well as English course 6/English B or the equivalent.

Objectives

After completing the course, the students should be able to:

- account for different kinds of digital narratives,
- reflect on the ways digitization renegotiates forms of narrative and norms of storytelling,

- critically discuss the fundamental ideas and theorizations concerned with the significance of digital narratives for contemporary means of communication, knowledge formation, and creative expression,
- analyse media-specific affordances of aesthetic digital media and their role in constructions of narratives,
- utilize contemporary research/analytical methods, such as intermediality and transmedial narratology.

Content

The objective of this course is to introduce students to the main types of digital narratives and explore the fundamental theoretical and analytical questions and challenges associated with them. Through theory and practice, the students are expected to develop a comprehensive understanding of how the medium of digital informs the emergence of new kinds of narratives and has a direct bearing on the already-established storytelling forms.

The students will be familiarized with the historical development of the study of digital narratives as well as more contemporary approaches to their contextualisations.

The students will also critically study the ways digital narratives engage in communication and foster knowledge of current crises, such as the climate crisis, through their idiosyncratic and phenomenologically unique means of creative expression. In addition, the students will be introduced to the theories that present the potential for analysing digital narratives, such as intermediality and transmedial narratology.

Type of Instruction

Teaching is delivered in the form of lectures and seminars through an online learning platform. For specific technical requirements, see the course website.

Examination

The course is assessed with the grades A, B, C, D, E or F.

The grade of A is the highest grade and the grade of E is the lowest grade for passing the course. The grade of F means that the student has failed the course. Grading criteria for the grades A and B will be specified when the course starts.

The course is examined through written assignments and oral presentations, group projects.

If the university has decided that a student has the right to special educational support due to a disability, the examiner may offer an adapted test or allow the student to conduct the test in an alternative form.

Resit examination is offered in accordance with Local regulations for courses and examination at the first and second-cycle level at Linnaeus University. If the university has decided that a student is entitled to special pedagogical support due to a disability, the examiner has the right to adapt the exam or to let the student conduct the exam in an alternative way.

Course Evaluation

A course evaluation should be conducted during the course or in connection with its

conclusion. The results and analysis of the completed course evaluation should be promptly communicated to students who have completed the course. Students participating in the next course instance should be informed of the results of the previous course evaluation and any improvements that have been made, no later than at the start of the course.

Required Reading and Additional Study Material

Anable, Aubrey. *Playing with Feelings: Video Games and Affect*. University of Minnesota Press, any edition. (134 p.)

Bell Alice. *Possible Worlds of Hypertext Fiction*, Palgrave Macmillan, any edition. (ca. 200p.)

Bell, Alice, Astrid Ensslin, and Hans Kristian Rustad, eds. *Analyzing Digital Fiction*. Routledge, any edition. (ca.200.)

Elleström, Lars. *Transmedial Narration: Narratives and Stories in Different Media*, Springer Nature, any edition. (135p.)

Hatavara, Mari, Matti Hyvärinen, Maria Mäkelä, and Frans Mäyrä, eds. *Narrative Theory, Literature, and New Media: Narrative Minds and Virtual Worlds*. London: Routledge, any edition. (ca. 300 p.).

Hayles, N. Katherine. *Electronic Literature: New Horizons for the Literary*, University of Notre Dame, any edition. (42p.)

Henry, Jenkins. *Convergence Culture: Where Old and New Media Collide*. New York University Press, any edition. (ca. 60p.)

Koenitz, Hartmut. *Understanding Interactive Digital Narrative: Immersive Expressions for a Complex Time*. Routledge, any edition. (ca.190p.)

Manovich, Lev. *The Language of New Media*. MIT Press, any edition. (59p.)

Murray, Janet H. *Hamlet on the Holodeck: The Future of Narrative in Cyberspace*. Updated edition. MIT Press, any edition. (ca. 200p.)

O'Sullivan, James. *Towards a Digital Poetics: Electronic Literature and Literary Games*, Springer International Publishing AG, any edition. (130p.)

Ryan, Marie-Laure. *Narrative as Virtual Reality 2: Revisiting Immersion and Interactivity in Literature and Electronic Media*. Second edition., Johns Hopkins University Press, any edition. (260 p.)

Thon, Jan-Noël. *Transmedial Narratology and Contemporary Media Culture*. University of Nebraska Press, any edition. (250p.)

Additional material which is provided by the department (ca. 400p.)

Additional digital material is available on the course page in the online learning platform.