J660 Storytelling with Emerging Technologies

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UNC School of Media and Journalism

Office Hours: As needed by appointment

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COURSE DESCRIPTION

This course will introduce students to emerging technologies used in storytelling from Virtual Reality headsets, to 360 Video to Robots. Students will have the opportunity to learn and work with the latest VR hardware including the Oculus Rift and the HTC Vive.

Student will learn

    Media Product Design Concepts (Human Centered Design)

    How Virtual Reality Works with the brain

    What makes a good VR Experience

    What makes good VR Storytelling

    Storytelling in both 360 video vs Virtual Environments

    Technical skills to produce VR Projects

Producing effective interactive media projects requires extensive and detailed skill sets. This class will teach skills in shooting and editing 360 video, creating virtual environments in Unity, file generations for multiple platforms and build on critical, ethical and journalistic decision-making to generate quality interactive storytelling.

ACCREDITATION

The School of Journalism and Mass Communication's accrediting body outlines a number of values you should be aware of and competencies you should be able to demonstrate by the time you graduate from our program. Learn more about them here:

http://www2.ku.edu/~acejmc/PROGRAM/PRINCIPLES.SHTML#vals&comps

No single course could possibly give you all of these values and competencies; but collectively, our classes are designed to build your abilities in each of these areas. In this class, we will address a number of the values and competencies, with special emphasis on "Professional values and competencies" listed below.

- Understand concepts and apply theories in the use and presentation of images and information;

- Demonstrate an understanding of professional ethical principles and work ethically in pursuit of truth, accuracy, fairness and diversity;

- Think critically, creatively and independently;

- Apply tools and technologies appropriate for the communications professions in which they work.

COURSE POLICIES

Attendance and Assignments

Attendance is required, participation is expected and deadlines are absolute.
To succeed in this class you must attend and participate in the discussion and hands-on, in-class assignments. It difficult to pass the class if you don't come to class.

LATE ASSIGNMENTS WILL NOT BE ACCEPTED unless special arrangements are made prior to the due date. Major projects will be due at 11:59 p.m. Deadlines are vital to success in this industry and you are expected to make deadline.

Honor Code and Plagiarism

It is expected that each student in this course will conduct himself or herself within the guidelines of the UNC honor code. All academic work should be done with the high level of honesty and integrity this university demands. You are expected to produce your own work in this class. If you have any questions about your responsibility or your instructor's responsibility as a faculty member under the Honor Code, please talk with me or Senior Associate Dean Charlie Tuggle, or you may speak with a representative of the Student Attorney Office or the Office of the Dean of Students.

It is acceptable to use coding resources such as tutorials, libraries and **some** source code on sites like GitHub but the software license must allow for the usage and the **code should be credited**, linked and commented in your source code and credited visibly on the site either in the footer or a credits page.

Seeking Help

If you need individual assistance, it's your responsibility to contact me. If you are serious about wanting to improve your performance in the course, the time to seek help is as soon as you are aware of the problem – whether the problem is difficulty with course material, a disability, or an illness.

Diversity

The University's policy on Prohibiting Harassment and Discrimination is outlined in the 2011-2012 Undergraduate Bulletin http://www.unc.edu/ugradbulletin/. UNC is committed to providing an inclusive and welcoming environment for all members of our community and does not discriminate in offering access to its educational programs and activities on the basis of age, gender, race, color, national origin, religion, creed, disability, veteran's status, sexual orientation, gender identity, or gender expression.

Special Accommodations

If you require special accommodations to attend or participate in this course, please let the instructor know as soon as possible. If you need information about disabilities visit the Accessibility Services website at https://accessibility.unc.edu/

Grading Policy

There are basic expectations that any supervisor or project manager would have for a project undertaken by a multimedia design specialist. All of your assignments must meet the following minimum basic standards to be considered for a grade of "B" or better.

The project must be:

- completed according to the assignment specifications.

- completed on time.

- free of typographical, grammatical and mechanical errors.

- completed so as to evidence a clear grasp of interactive development standards and design concepts.

When appropriate your multimedia work also will be evaluated for:

- consumer value

- architecture of information presentation

- aesthetic design choices

- creativity and innovation

RESOURCES AND SOFTWARE

Text Book

http://making360.com/ (Free)

There will be outside readings and tutorials as assigned.

Software

We will use many different applications and will try to use free or open source applications whenever possible. This includes:

Atom from Atom.io but any IDE or HTML/CSS/JavaScript Code editor will be fine.

Android Development Software

Unity 3D

Kolor Auto Pano Video (in labs)

Kolor Giga Pan (in labs)

ASSIGNMENTS

This class follows a project-driven approach and is built on building to one major project that demonstrate the skills taught in the class.

In-class Assignments and Quizzes

In-class exercises will cover the reading assignments and issues pertaining to the particular day's lessons. You will be able to use your notes and textbook to complete the exercises, so be sure to bring them to class everyday.

360 Video Projet

Student will work in teams of 2 to shoot a narrative story using 360 video. Due to the limited number of cameras. There will be a specific schedule for shooting assignments using the gear.

Emerging Tech Research Presentation

Students will complete a research assignment to finding a new and emerging technology that could have storytelling potential. Each student will present a 5 minute presentation to the class along with a written post complete with images, links and videos of the technology.

Final Project

The final project should demonstrate a comprehensive menu interactive media production skills and VR storytelling commensurate with what you learned during this course. The same grading criteria used for other assignments submitted during the semester will be used when evaluating your final project.Think of it as your final exam. Additional information about required elements will be provided during class.

Grading

Assignments	Points Each	% of Grade
In Class Assignments (~5)	20	20%
360 Video Project	100	20%
Emerging Tech Research Written Component	50	10%
Emerging Tech Research Presentation	50	10%
Final Project	200	40%
Total		**100%**

Schedule

Week 1:

Class Topics

Class Overview

Future Technologies

Assignment

360 Video project example with critique of the story and production value.

Week 2:

Class Topics

Storytelling in 360

Tech: Intro to Shooting 360 Video

Assignment

Plan a story for 360 video and write a pitch proposal for the project with your teammate.

Week 3:

Class Topics

Tech: Stitching and Exporting 360 Video

Assignment

Stitch provided 360 video files

Week 4:

Class Topics

Field Trip *date subject to change

Assignment

Week 5:

Class Topics

Introduction to Virtual environments

Tech Introduction to Unity and scene creation

Assignment

VR storytelling example with critique of the story and production value.

Create a simple scene

Week 6:

Class Topics

Introduction to Oculus and HTV Vive

Tech: Unity, Interactive Scenes

Assignment

Advance scene to include interactivity

Week 7:

Class Topics

Narrative in VR

Tech: Unity, Mixamo and Playmaker

Assignment

Animate a character

Week 9:

Class Topics

Web VR and 3D Web technologies

Assignment

Design Storyboards and flow of your project.

Week 10:

Class Topics

Audio in 3D

Assignment

Write proposal for final project

Week 11:

Class Topics

Gaming Speaker

Assignment

Design Storyboards and flow of your project.

Week 12-15:

Class Topics

Working on final projects. Class and professor feedback

Week 16:

Final Project Presentations