

ORIENTATION WEEK
MA Digital and Interactive Storytelling LAB
SEPTEMBER 2018
FULL-TIME

Congratulations on being accepted onto the **Digital and Interactive Storytelling LAB (MA)** My colleagues and I look forward to working with you and we will endeavour to ensure that your time with us will be creative, exciting and fulfilling.

On the attached pages you will find details of your time with us at the start of the year. During Orientation week we will go through the course programme with you in detail. We have arranged a number of activities to help you settle in and prepare for your time with us. This will include familiarising you with workspaces, who you will be working with, the campus and its community before you start the formal, scheduled learning weeks.

We have also included a short list of books and other resources that will help you to get a good start in your studies pre-arrival, as well as a note on equipment and materials. If you are extra keen, don't worry, there will be plenty more later!

If you have any queries, please do not hesitate to contact me at the email address below.

Best wishes and welcome to University life. We look forward to seeing you in September.

Kind regards

David

Dr David Dunkley Gyimah

Course Leader

MA Digital and Interactive Storytelling LAB (disLAB)

d.gyimah@westminster.ac.uk

POSTGRADUATE ORIENTATION WEEK 2018

During this first week with us you will attend a number of sessions that will provide you with the information and resources you will require to begin your studies. It is essential that you attend each of these sessions to ensure you receive all relevant material, such as your student ID card, module selection and timetable, and details of where to access the resources you will need. Please bring something with which you can take notes.

TIMETABLE

WEDNESDAY 19 SEPTEMBER 2018		
All day	<p>We will meet in room J.1.14 in J- block at 10.00 am for our disLAB induction. Please bring a note pad or laptop with you.</p> <p>The introduction will last about 3 hours: involving staff mapping out the course and its ethos.</p> <p>Later we will then make our way to the Cocoon Gallery at the Natural History Museum, Cromwell Road, London SW7 5BD.</p> <ul style="list-style-type: none"> • Students will need to take notes on interactive installations, educational interactive screens, user experience and user flow. • Conclude debate on the meaning of user experience within an open space such as the Cocoon Gallery. 	
THURSDAY 20 SEPTEMBER 2018		
9.30 11.00	Welcome meeting Enrolment	Auditorium The Forum
FRIDAY 21 SEPTEMBER 2018		
11am all day	Student Union Arrivals Fair	The Forum

Teaching begins Monday 24 September

POSTGRADUATE ORIENTATION WEEK 2018

READING LIST AND USEFUL LINKS

PREPARATION FOR Digital and Interactive Storytelling LAB MA

READING LIST AND USEFUL LINKS

Below I have provided a limited number of links that I feel you could get through before we see you. Please feel free to contact me, should you wish to read more. On the @disLAB twitter feed, we'll also provide links to what's going on in the digital and interactive storytelling world.

Digital Cultures

<https://pdfs.semanticscholar.org/c605/db69ae0ca763c23d0b3ab93fa842bdf92594.pdf>

This isn't a new book, but provides some context

The Art of Immersion, gives context as well

Rose, F. (2012). *The art of immersion: How the digital generation is remaking Hollywood, Madison Avenue, and the way we tell stories*. WW Norton & Company.

<http://uniguld.dk/wp-content/guld/DTU/Digitalemedier//The%20Art%20of%20Immersion.pdf>

The first Chapter of Digital Storytelling provides a framework

Miller, C. H. (2004). *Digital storytelling: A creator's guide to interactive entertainment*. Taylor & Francis.

<https://www.amazon.co.uk/Digital-Storytelling-creators-interactive-entertainment/dp/0240809599>

Idocs Co-written by Dr Sandra Gaudenzi

Aston, J.; Gaudenzi, S.; Rose, M. (2017) *The Evolving Practices of Interactive Documentary*. New York: Columbia University Press.

<https://cup.columbia.edu/book/i-docs/9780231181235>

New book on the market, Kevin Kelly's *The Inevitables*

Kelly, K. (2017). *The inevitable: understanding the 12 technological forces that will shape our future*. Penguin.

<https://www.amazon.co.uk/d/cka/Inevitable-Understanding-Technological-Forces-That-Shape-Future/0525428089>

On the web.....

www.viewmagazine.tv For work by Dr David Dunkley Gyimah

<http://i-docs.org/> For work Dr Sandra Gaudenzi is involved in

<http://www.massimedia.com/> For work by Dr Massimiliano Fusari

I'm going to recommend a couple of posts I have written on Medium, which is one of the top 20 Medium posts in journalism).

Everybody has a skill. Identifying yours is your first priority

<https://medium.com/@viewmagazine/everybody-has-a-skill-identifying-yours-is-your-first-priority-3a2d038ad6c2>

<https://medium.com/afterthought/reality-of-mobile-content-productions-d6fc578002>

<https://medium.com/@viewmagazine/how-to-approach-vr-journalism-from-4d-55deb8765db>

<https://medium.com/@viewmagazine/the-bbcs-social-media-producers-329a2e2dcad1>

EQUIPMENT

What is provided, what is essential for students to provide themselves

Please be equipped with the ff:

A laptop, if possible, with editing software for film and photography – if you can afford it.

Mobile Phone that shoots video (Android, iPhone etc).

Filmmaking equipment will be provided by the University, which you'll be able to borrow. The University also has a vast spectrum of software for storytelling, which you'll be able to access on campus.