NARRATIVE IN THE DIGITAL AGE

Dr. Shawn Edrei

Spring Semester

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Office Hours: by Appointment.

With digital technology continuing to evolve on an almost-daily basis, stories created and distributed through digital platforms have assumed new and fascinating configurations. The past decade has seen a sharp rise in new narrative techniques, new genres and categories of fiction, and new ways of reaching audiences. To understand how the art of storytelling has changed, we must reevaluate basic assumptions relating to authorship, characterization, setting, plot and more.

This course will examine key works of digital narratives including webcomics, fan fiction, fan films and video games, using the frameworks of established critics such as Roland Barthes, Alice Bell, Henry Jenkins and more. What kinds of literature are being produced by digital media? How does online communication affect our reading experience? What narrative conventions have been adapted or dismissed in the Digital Age, and why?

Assessment:

Participation (10%)
1 response paper, 1-2 pages, flexible deadline (25%)
Mid Term: 1 In-Class Exam (15%)
Final requirement: Paper, 5-7 pages long (50%)

Attendance:

Attendance is mandatory. Students are permitted a maximum of three absences without penalty. Any additional absences will affect the final grade and may result in failure of the course.

Academic conduct:

Plagiarism is taken extremely seriously. Any instance of academic misconduct which includes: submitting someone else's work as your own; failure to accurately cite sources; taking words from another source without using quotation marks; submission of work for which you have previously received credit; working in a group for individual assignments; using unauthorized materials in an exam and sharing your work with other students, will result in failure of the assignment and will likely lead to further disciplinary measures.