



MERCER
COUNTY COMMUNITY COLLEGE

COURSE OUTLINE

Course Number	Course Title	Credits
CMN147	Introduction to Story	3
Hours:	Co- or Pre-requisite	Implementation Semester & Year
Lecture/Lab/Other 2 Lecture/ 2 Lab		Fall 2022

Catalog description: Aimed at the analysis, deconstruction, and construction of story. Analyzing a series of films, television shows, graphic novels, video games and transmedia properties, students explore the basics of character development, narrative, arc, structure, and genre. *2 lecture/2 laboratory hours*

General Education Category: Not GenEd | **Course coordinator:** Barry Levy, 609-570-3465, levyb@mccc.edu

Required texts & Other materials:
This course is completely OER

Course Student Learning Outcomes (SLO):

Upon successful completion of this course the student will be able to:

1. Discuss the importance of story in various mediums (Film, Television, Theatre, Narrative, Documentary, Comic, Interactive Gaming, Transmedia) [Supports ILG # 1, 4, 6, 8,10, 11 ; PLO #1, 3, 4, 5, 6]
2. Describe and discuss the differences and similarities in various forms of media. (Film, Television, Theatre, Narrative, Documentary, Comic, Interactive Gaming, Transmedia) [Supports ILG # 1, 4, 6, 8,10, 11 ; PLO #1, 3, 5, 6]
3. Illustrate the importance of conflict, character, and tone in story [Supports ILG # 1, 4, 6, 8, 10, 11 ; PLO #1, 3, 5, 6]
4. Discuss execution of story in various mediums (Film, Television, Theatre, Narrative, Documentary, Comic, Interactive Gaming, Transmedia) [Supports ILG # 1, 4, 6, 8, 10, 11 ; PLO #1, 3, 5, 6]
5. Establish a methodology for creating story [Supports ILG # 1, 4, 6, 8,10, 11 ; PLO #1, 3, 4, 5, 6]
6. Develop an understanding of storytelling through critical concepts such as structure, genre and perspective [Supports ILG # 1,6, 8,10, 11 ; PLO #1, 3, 6]
7. Develop new vocabulary related to story [Supports ILG # 1, 6, 8,10, 11 ; PLO #1, 3, 6]
8. Demonstrate the ability to deconstruct and analyze story within several genres [Supports ILG # 1, 6, 8,10, 11 ; PLO #1, 3, 6]
9. Deconstruct and analyze current, historical, and International screenplays [Supports ILG # 1, 6, 8,10, 11 ; PLO #1, 3, 6]

Course-specific Institutional Learning Goals (ILG):

Institutional Learning Goal 1. Written and Oral Communication in English. Students will communicate effectively in both speech and writing.

Institutional Learning Goal 4. Technology. Students will use computer systems or other appropriate forms of technology to achieve educational and personal goals.

Institutional Learning Goal 6. Humanities. Students will analyze works in the fields of art, music, or theater; literature; philosophy and/or religious studies; and/or will gain competence in the use of a foreign language.

Institutional Learning Goal 8. Diversity and Global Perspective: Students will understand the importance of a global perspective and culturally diverse peoples

Institutional Learning Goal 10. Information Literacy: Students will recognize when information is needed and have the knowledge and skills to locate, evaluate, and effectively use information for college level work.

Institutional Learning Goal 11. Critical Thinking: Students will use critical thinking skills understand, analyze, or apply information or solve problems.

Program Learning Outcomes for Digital Film & Television (PLO)

1. Write, produce, direct, and edit a variety of digital films and video productions.
2. Utilize digital and audio editing software to express their creative visions through vision and sound.
3. Analyze Films representing a wide range of historical and cultural perspectives.
4. Demonstrate technical proficiency in all aspects of a broadcast studio.
5. Manage the collaborative creative process, working within all aspects of the production process.
6. Create a professional portfolio to serve in the pursuit of further education or employment.

Units of study in detail – Unit Student Learning Outcomes:

Unit I **Story [Supports Course SLO # 1, 3, 6]**

Learning Objectives

The student will be able to:

- Identify and define status quo in story
- Define the function of settings on a narrative in a story
- Identify key terms associated with story.
- Research examples of well written story
- Research examples of poorly written story
- Deconstruct a beat, scene, sequence, act and story
- Describe the evolution of story through different generations and the impact on our society & culture

Unit II **Elements of Story [Supports Course SLO # 1 3, 6]**

Learning Objectives

The student will be able to:

- Explain the structure spectrum in storytelling
- Describe the value of each act in a story.
- Describe and detail the difference between various mediums.
- Describe and detail the importance of setting in story
- Explain the importance of genre in story
- Explain the importance of character in story

Unit III Principles of Story Design [Supports Course SLO # 1, 3, 6]

Learning Objectives

The student will be able to:

- Describe the substance of a story
- Create an effective inciting incident
- Analyze beats, scenes, and acts
- Deconstruct scenes from “classic” established media
- Establish conflict in scenes
- Deconstruct a scene looking for changes in emotional conflict
- Discuss the importance of reality and expectation in story

Unit IV Structure [Supports Course SLO # 1, 3, 6]

Learning Objectives

The student will be able to:

- Describe and discuss the principle of antagonism
- Describe and discuss the importance of a protagonist
- Illustrate the value of gaps in scenes
- Differentiate between exposition and dialogue and how this connects to various media
- Create a “empathetic” character in various forms of media
- Describe the importance of act breaks in a screenplay
- Describe how ethics connects to various forms of story (Documentary vs. Narrative)
- Describe and illustrate the concept of subtext

Unit IV Medium Analysis [Supports Course SLO # 3]

Learning Objectives

The student will be able to:

- Research, defend and present a story concept
- Describe the importance of theme in story
- Write a step outline and treatment for their chosen medium
- Demonstrate proper formatting for various mediums
- Present story concept to industry professionals

Evaluation of Student Learning

Students' achievements of the course objectives will be evaluated through the use of the following

Evaluation Tools	Percentage of Grade
Journal Entries & Film Analysis Reports	15%
Quizzes, Formatting assignments & Oral Presentations	15%
Short Writing Assignments	30%
Final Project Research & Treatment	10%
Final Project – Completed Industry standard outline	20%
Class Participation & Growth	10%