

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Interactive Graphic Novel	VCDE 217	FALL 2025 - 2026	Theory 2	Practice 2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	-	YES	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

Language of Instruction	English
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Course Instructor(s)	Danish Craig	E-mail: danish.craig@arucad.edu.tr Office : TI Off 7	
Course Objectives	This course introduces students to the fundamentals of interactive fiction and structured storytelling. Students will learn the basics of structuring narratives, incorporating visual designs and basic technical knowledge to create a digital graphic novel that allows the reader to interact and affect/control the outcome/experience.		
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Plan and organize narrative structures and elements that will entertain, immerse and engage the reader.	Direct Instruction Technique	Assignment Submission
	Develop skills in structuring narratives, visual elements, world building and storytelling motifs for digital media.	Direct Instruction Technique	Assignment Submission

Course Content	Establish immersive, branching storylines that allow for multiple experiences and reader engagement.	Project-Based Learning	Mid-term Submission
	Integrate narrative and visual design elements coherently in order to create interactive graphic novel content.	Direct Instruction Technique	Assignment Submission
	Produce interactive portfolio-ready digital graphic novels usable in digital multimedia.	Project-Based Learning	Final Submission
	• Planning, layouting and structuring narratives, worlds, plots and storylines. • Creating characters with depth and exploring methods of avoiding plot contrivance. • Learning and understanding tropes and how to properly incorporate them in storylines. • Using digital media to amplify and express narratives through images, designs and sounds. • Creating branching storylines that respond to reader input to provide different and unique scenarios. • Using conditional statements, rules and logic to simulate and portray narrative scenarios. • Final Project presentation and portfolio creation.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the course. Basic overview of course content, expected outcomes and resources that will be used.	T	Short TX., Adams T. (2019). <i>Procedural Storytelling in Game Design</i> . Boca Raton: Taylor & Francis. Library Catalogue No: QA76.76.C672 S543 2019
2	Introduction to interactive stories, graphic novels and branching storylines.	T	Short TX., Adams T. (2019). <i>Procedural Storytelling in Game Design</i> . Boca Raton: Taylor & Francis. Library Catalogue No: QA76.76.C672 S543 2019
3	Introduction to narrative plots, characters and basic storyline structure (branching and linear).	T	Short TX., Adams T. (2019). <i>Procedural Storytelling in Game Design</i> . Boca Raton: Taylor & Francis. Library Catalogue No: QA76.76.C672 S543 2019

4	Different Genres and World building		No required reading
5	Tropes, archetypes, plot devices and narrative pitfalls.	T/P	No required reading
6	Paneling and Layouts.	T/P	No required reading
7	Character Creation and Development. MID-TERM SUBMISSION	T/P	Short TX., Adams T. (2019). <i>Procedural Storytelling in Game Design</i> . Boca Raton: Taylor & Francis. Library Catalogue No: QA76.76.C672 S543 2019
8	Introduction to Twine UI, controls, text and systems.	T/P	https://twinery.org/cookbook/
9	Creating branching storylines, using conditional statements, tags and macros.	T/P	https://twinery.org/cookbook/
10	Importing images and placement.	T/P	https://twinery.org/cookbook/
11	Using enchantments for effects.	T/P	https://twinery.org/cookbook/
12	Importing music and sound effects using the Harlowe Audio Library (HAL).	T/P	https://twinelab.net/harlowe-audio/#/v2
13	Final Concept proposals and feedback.	T/P	https://twinery.org/cookbook/
14	Finalizations, exporting and testing.	T/P	https://twinery.org/cookbook/
15	FINAL SUBMISSION		

Required Course Material(s) / Reading(s)/ Text Book(s)	Short TX., Adams T. (2019). <i>Procedural Storytelling in Game Design</i> . Boca Raton: Taylor & Francis. Library Catalogue No: QA76.76.C672 S543 2019 Twine Cookbook Online Sources: https://twinery.org/cookbook/ Harlowe Audio Library: https://twinelab.net/harlowe-audio/#/v2
Recommended Course Material(s)/ Reading(s) /Other	Heussner T., Finley TK., Hepler JB., Lemay A. (2015). <i>The Game Narrative Toolbox</i> . New York: Focal Press. Library Catalogue No: QA 76.76.C672.H487 2015

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	30
Quiz	-	-
Assignment	1	30
Project	-	-
Field Study	-	-
Presentation / Seminar	-	-
Studio Practice	-	-
Other	-	-
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	40
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories and research methods.	X				
2	Knows the principles and elements of basic design.			X		
3	Knows the history, theories and theorists of visual communication.					X
4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.					X
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.		X			
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.				X	
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity					X

8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.					X
9	Applies visual communication design techniques with design technologies in developing and changing media environments.			X		
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.			X		
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.				X	
12	Has the ability to use research methods and techniques in the field of Visual Communication.		X			
13	Has the competence to research, plan, implement and report during the project phase.			X		
14	Has the competence to establish the connection between design and aesthetic values.			X		
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.	X				
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.	X				
17	Knows how to integrate and use digital technologies and artificial intelligence based/supported design tools creatively and innovatively in visual communication design and production stages.		X			
18	Knows how to integrate and use digital technologies and artificial intelligence-based/supported design tools creatively and innovatively in visual communication design and production stages.		X			
19	Evaluates artificial intelligence applications in design studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.		X			

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	14		4	56
Preliminary Preparation and self- study	14		1	14
Mid-Term	1		10	10
Quiz	-		-	-
Assignment	1		20	20
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	-		-	-
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		25	25
Other	-		-	-
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%.

Use of A.I. is strictly prohibited and will be seen as plagiarism.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	X
	SDG 9: Industry, Innovation and Infrastructure	X
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Interactive Graphic Novels. Also, students are expected to create an interactive digital story with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

Please be aware that the class uses teams. Thus, submissions have to be made Printed and Digitally.

PREPARED BY	Danish Craig
UPDATED	01/10/2025
APPROVED	Assist. Prof. Dr. Hakan Karahasan