

Danish School of Media and Journalism
TV and Media Production
Course description
Fall 2019

Immersive Documentary

3. Semester

Duration: 6 weeks (10 ECTS points)

Historically, the core of both the feature journalism and documentary genres is the ambition to make viewers engage in or immerse themselves into compelling stories from the real world. The Immersive Documentary course will explore this strive for immersion as expressed in both "flat screen" documentaries and audio-visual features and in new technological formats such as 360-degree video and VR.

On the practical level the objective of the course is to take students audio-visual storytelling skills to an advanced level. Students will work with the dramaturgic tools of the documentary and feature journalism genres when it comes to structure, character development and storytelling mode, and they will investigate the narrative challenges when working with 360-degree video and VR.

Furthermore, the course will train students story planning skills both concerning pre- and postproduction.

On the technical side the course will encompass workshops and hands on instruction in visual planning, shooting and editing, sound work and colour grading and students will be offered an introduction to working with 360-degree video.

Tools

The following tools will be used in the tuition:

Video examples; theoretical literature; dramaturgic and storytelling models; tools for definition/identification of characters; practical work with camera, sound and editing for 2D as well as 3D video.

Methods

The following methods will be used:

Theoretical reading; lectures by tutor; master classes with external documentary film makers; technical workshops; group wise technical supervision and guidance; exercises; analyses of video examples; team work; assignments in the field encompassing research and video production; mutual guidance and feedback between students.

Learning goals

Students should be able to:

- Understand and reflect on the documentary genre and its development through time.
- Enter into group processes.
- Know, understand and use expressive modes of the documentary genre.
- Know, understand and use different dramaturgic and storytelling models.
- Plan, shoot and edit documentary productions with a duration up to 8 minutes.
- Understand and work with sound completion and colour grading.
- Understand the principles of working with 360-degree video.

- Reflect on their own performances and productions, and those of fellow students.
- Give and receive guidance to and from fellow students during a production process.
- Give and receive feed-back to and from fellow students and tutors in a competent and respectful way.

Literature:

Sheeila Curran Bernard: "Documentary Storytelling, Creative Nonfiction on Screen", Focal Press, Taylor and Francis Group, Third edition (2011).

Steensen, Steen: "Back to the feature: online journalism as innovation, transformation and practice." PhD diss., University of Oslo (2010), p. 131 – 145.

Nichols, Bill: "Introduction to Documentary", Indiana University Press. Second edition (2010), p. 142-171

Nichols, Bill: "Engaging Cinema", W.W Norton & Company, Inc. First Edition (2010), p. 106-130

Bosworth, Melissa & Sarah Lakshmi: "Crafting stories for Virtual Reality", Routledge Taylor and Francis Group (2019), p. 7-13 and 197 -202

Katy Newton & Karin Soukup: "The Storyteller's Guide to the Virtual Reality Audience", Stanford d.school, <https://medium.com/stanford-d-school/the-storyteller-s-guide-to-the-virtual-reality-audience-19e92da57497>,

Duty to attend:

Attendance at lectures/tuition and participation in teamwork is compulsory.

Assessment:

The course is graded pass/fail. To pass the course, assignments should be delivered within deadline and accepted as fulfilling the demands, as well as the student is expected to participate in an active way during the course.

The course must be passed, in order to participate in the semester exam.

