

JOURN 380: Long-Form Digital Journalism

Assignment: Weekly Assignments

Point Total: 50

Overview:

In order to create a long-form, digital story, authors will need to spend substantial time researching their story, understanding how the delivery technologies work, and their own capabilities. There is no simple way to do this so students will work for 6 weeks assembling outlines and prototypes in order to build their story pitch.

Assignment: Story Ideas

Point Total: 10

Requirements:

Student should spent 2-3 hours reading articles on a topic they are interested. While they read, they should jot down a list of questions that the articles didn't answer. These questions should lead to the creation of several specific statements that may be used for the story. Students should turn in no less than 5 statements.

Assignment: Story Description + Outline

Point Total: 10

Requirements:

Once students have decided upon a story idea, they will spend 2-3 hours exploring past writing on the subject, talking with people who may appear in their story, and writing a story summary within a traditional 3-act structure discussed in class. This outline should be clearly labeled and include specific, summarized elements.

Assignment: Story: Multi-media Prototypes

Point Total: 10

Requirements:

After outlining their story idea, students should experiment with various pieces of media: audio, video, images, text, or graphics. The goal of this exercise is to 1) understand how much time it takes to create various pieces of media and 2) develop a feel for how multi-media content can be used within a story framework. Students should look to use these prototypes within the context of the story outline from the previous assignment, replacing text with various forms of media.

Assignment: Story: Design Prototypes

Point Total: 10

Requirements:

Once students have a good idea of their story as well as what media they will use, they will hand sketch (or with the use of a design program, such as InDesign) prototypes of what their story will do. These prototypes should be used in the coming weeks to lay out dummy copy using whatever program the student chooses. In other words: prototypes need to be grounded in the form students plan to use; however, low-fidelity prototypes are an excellent way to conceptualize long-form digital storytelling.

Assignment: Website: Sketch Prototypes

Point Total: 10

Requirements:

Now that students have a sense of their story, the media they will use, and the delivery mechanisms, they should launch a [Wordpress blog](#) (or Blogger, ect) and hand sketch the minimum required elements, grounding the prototypes in theoretical frameworks for blogging discussed in class.

