

# Interactive Media in the School of Humanities at UTS

As part of the B.A. Communication program at the School of Humanities, UTS, interactive media studies are gaining an increasing profile. Courses in interactive multimedia have been developed which cover both theoretical issues involving the development of this and related new media, and which teach students the production skills to create work within the medium.

Courses include:-

## 1. Hypermedia

An introductory subject to the area of multimedia which covers

- a. concepts of non-linearity; interactivity; the historical development of hypermedia including relationships to computer games, educational models, VR; issues related to the Internet; basic tenets of interface design.
- b. Production skills in Hypercard, graphics, scanning and Hypercard scripting, leading to student production of a small prototype interactive.

## 2. Interactive Multimedia

An advanced multimedia subject which covers

- a. Production issues and processes in the development of interactive programs; advanced study of interface design; sound design for interactive media, high level interactivity; guest lectures from multimedia industry regarding project development.
- b. Production skills in Macromedia Director (including Lingo), Photoshop, Sound Edit 16. Students work in production teams to produce a high level interactive in Director.

## 3. Interactive Media and the Filmmaker

An advanced multimedia subject which covers

- a. Exploration of the narrative possibilities within interactive media, including fictional, experimental and documentary forms; exploration of the issues related to the repurposing of existing analogue material into an interactive format, especially film and video repurposing; issues and developments regarding interactive television.
- b. Production skills in Adobe Premiere, Hypercard, scanning software, Sound Edit 16. Students produce a prototype interactive which explores notions of narrative and storytelling within the interactive form

Students are also able to undertake the production of a major interactive project as their final subject within the B.A. Communication degree. Additionally, many other subjects within the degree are offered which have relationships to the study and production of interactive media, including courses which explore the social and cultural impact of digital media; courses in animation, desktop publishing, film and video production, and sound production, which provide students with skills in related, and essential production areas.

## Interactive Project by Megan Heyward

As the major component of an M. Art by Research at UNSW, I am producing a CD Rom interactive. The project, "I Am A Singer" is based on an original short story which explores concepts including identity, both personal and cultural, feminism, transcultural myth, and media and the construction of "fame". The user helps the heroine of the interactive, a famous singer facing a "crisis of meaning", embark upon and ultimately succeed in her "quest", negotiating unsympathetic managers, depth psychiatrists, holy men, rock and roll gigs and media frenzy along the way.

In the production of this work I am exploring the possibilities of narrative storytelling within the multimedia format; using a combination of linear and non linear narrative; time based and "subliminal" text; video footage, subtle navigational tools, and sound design which moves away from the "electronic" sound.

I am hoping to have a prototype completed by early 1995, with a projected date of CD Rom completion by late 1995/ early 1996.